```
1  public class Bitonic {
2    Bitonic[] half; // two half-width bitonic networks
3    Merger merger; // final merger layer
4    final int width; // network width
5    public Bitonic(int myWidth) {
6      width = myWidth;
7      merger = new Merger(width);
8      if (width > 2) {
9        half = new Bitonic[]{new Bitonic(width/2), new Bitonic(width/2)};
10     }
11   }
12   public int traverse(int input) {
13     int output = 0;
14     int subnet = input / (width / 2);
15     if (width > 2) {
16       output = half[subnet].traverse(input - subnet * (width / 2));
17     }
18     return merger.traverse(output + subnet * (width / 2));
19   }
20 }
```

FIGURE 12.16 The Bitonic class.