```
public Spatia int binarySearch(int[] sortedArray, int key, int low, int high) {
    int middle = (low + high) / 2;
           < low) {</pre>
       return -1;
       (key sortedArray[middle]) {
       return middle;
     else if (key < sortedArray[middle]) {
        return binarySearch(sortedArray, key, low, middle 1);
    } else {
       return binarySearch(sortedArray, key, middle + 1, high);
}
```