```
matic int binarySearch(int[] sortedArray, int key, int low, int high) {
        iddle = (low ≠ high) / 2;
       (nigh < low) 4
        return -1;
        sortedArray[middle]) {
        return middle
         (key < sortedarray[middle]) {
       return binarySearch(sortedArray, key, low, middle
   } else {
       return binarySearch(sortedArray, key, middle + 1, high);
}
```