

book.h

```
#include <iostream>
using namespace std;

typedef int ItemType;

//Ensure class Book being included only once
#ifndef _BOOK_
#define _BOOK_

class Book
{
public:
    //constructors. Note that initializers are used.
    Book(): leftChild(NULL), rightChild(NULL) {}
    Book( ItemType nm ) : info(nm), leftChild(NULL), rightChild(NULL) {}

    //destructor
    ~Book() {}

    //public functions
    ItemType getInfo(){ return info; }
    Book * getLeftChild(){ return leftChild; }
    Book * getRightChild(){ return rightChild; }
    void setInfo(ItemType item){ info = item; }
    void setLeftChild(Book * lc){ leftChild = lc; }
    void setRightChild(Book * rc){ rightChild = rc; }
    void print() { cout << info << "->" ;}

private:
    ItemType info;
    Book * leftChild;
    Book * rightChild;
};

#endif
```