Declare and implement a class that provides the following interface EXACTLY.

You will create 2 new files, bst\_node.h and bst\_node.cpp

Class Name: BSTNode

Private Members:

BSTNode\* left\_child\_

--points to a left child

BSTNode\* right\_child\_

--points to a right child

int contents\_

--used to store the data contents of a BSTNode

Public Members:

Default Constructor

--sets left\_child\_ to NULL

sets right\_child\_ to NULL

sets contents\_ to 0

Overloaded Constructor

--has one int parameter for contents

sets left\_child\_ to NULL

sets right\_child\_ to NULL

sets contents\_ to the value of the parameter

Destructor

--sets left\_child\_ to NULL

--sets right\_child\_ to NULL

void set\_contents(int)

--mutator for contents\_

int contents() const

int& contents()

--accessors for contents\_

void set\_left\_child(BSTNode\*)

--mutator for left\_child\_

void set\_right\_child(BSTNode\*)

--mutator for right\_child\_

BSTNode\* left\_child() const

BSTNode\*& left\_child()

--accessors for left\_child\_

BSTNode\* right\_child() const

BSTNode\*& right\_child()

--accessors for right\_child\_

Why two functions for each get?

https://isocpp.org/wiki/faq/const-correctness#const-overloading

http://markgodwin.blogspot.com/2009/08/c-reference-to-pointer.html