

soln 1) #include <bits/stdc++.h>
using namespace std;

```
int depthFinder(char tree[], int n, int &index)
{
    if (index >= n || tree[index] == '\0')
        return 0;
```

```
    index++;
```

```
    int left = depthFinder(tree, n, index);
```

```
    index++;
```

```
    int right = depthFinder(tree, n, index);
```

```
    return max(left, right) + 1;
```

```
int FindDepth(char tree[], int n)
```

```
{
```

```
    int index = 0;
```

```
    int depthFinder(tree, n, index);
```

```
}
```

```
int main()
```

```
{
```

```
    char tree[] = "nlnlll";
```

```
    int n = strlen(tree);
```

```
    cout << FindDepth(tree, n) << endl;
```

```
    return 0;
```

```
}
```

Output : 3

Exn 2) #include <stdio.h>
#include <stdlib.h>

struct node

{

int data;

struct node* left;

struct node* right;

}

int isBSTU(struct node* node, int min, int max);

int isBST(struct node* node)

{

return (isBSTU(node, INT_MIN, INT_MAX));

}

int isBSTU(struct node* node, int min, int max)

{

if (node == NULL)

return 1;

if (node->data < min || node->data > max)

return 0;

return

isBSTU(node->left, min, node->data-1) &&

isBSTU(node->right, node->data+1, max);

}


```
struct node * newNode (int data)
{
```

```
    struct node * node = (struct node *) malloc (sizeof (struct node));
    node → data = data;
    node → left = NULL;
    node → right = NULL;
```

```
    return (node);
}
```

```
int main ()
{
```

```
    struct node * root = newNode (7);
    root → left = newNode (9);
    root → right = newNode (5);
    root → left → left = newNode (6);
    root → left → right = newNode (1);
```

```
    if (isBST (root))
```

```
        printf ("Is BST");
```

```
    else
```

```
        printf ("Not a BST");
```

```
    getch ();
    return 0;
```

```
}
```

Output :

Not a BST