```
* Definition for a binary tree node.
* public class TreeNode {
    int val;
    TreeNode left;
    TreeNode right;
    TreeNode(int x) { val = x; }
class Solution {
  public TreeNode lowestCommonAncestor(TreeNode root, TreeNode p, TreeNode q) {
     if (root == null || root == p || root == q) 
       return root:
     TreeNode n1 = lowestCommonAncestor(root.left, p, q);
     TreeNode n2 = lowestCommonAncestor(root.right, p, q);
     if (n1 != null && n2 != null) {
       return root;
     } else if (n1 != null) {
       return n1;
     } else if (n2 != null) {
       return n2;
     return null;
  }
}
* Definition for a binary tree node.
* public class TreeNode {
    int val;
    TreeNode left:
    TreeNode right;
    TreeNode(int x) { val = x; }
class Solution {
  public TreeNode lowestCommonAncestor(TreeNode root, TreeNode p, TreeNode q) {
     if (root == null)
       return null;
     if (root.val > p.val && root.val > q.val) {
       return lowestCommonAncestor(root.left, p, q);
     } else if (root.val < p.val && root.val < q.val) {
       return lowestCommonAncestor(root.right, p, q);
     return root;
  }
}
```