

```
1  #include <iostream>
2  #include <vector>
3  #include <algorithm>
4
5  using namespace std;
6
7  struct Node
8  {
9      int val;
10     Node *left, *right;
11     Node(int val): val{val}, left{nullptr}, right{nullptr}{}
12 };
13 int main()
14 {
15     Node node1{1};
16     cout << "Hello world!" << node1.val << endl;
17     return 0;
18 }
```