

```
public static int sizeHelper(Node node){
  // base condition
  // not required because the size =0 for children for loop will not run
  /*if(node.children.size()==0){
   return 0;
  }*/
  // faith
  int sizeIs =0;
                                             int sizeIs =0;
  for (Node child :node.children) {
                                             for (Node child :node.children) {
    sizels += sizeHelper(child);
                                                sizels += sizeHelper(child);
                                            Return 1+sizeIs;
  sizeIs += node.children.size();
  // my work
  return sizels;
public static int size(Node node){
  int sizeIs = sizeHelper(node);
  return 1+sizels;
  // write your code here
```

