# 1932. Merge BSTs to create single BST



trees[0]    trees[1]    trees[2]



merges with

trees[1]    trees[0]
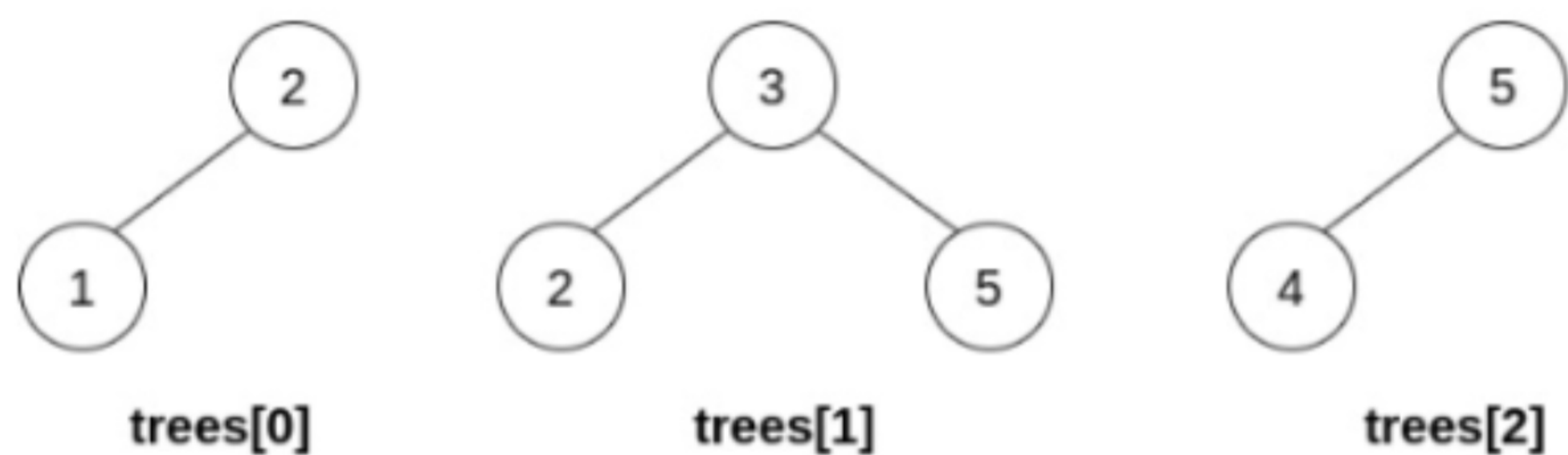
We search for the root



merges with



root
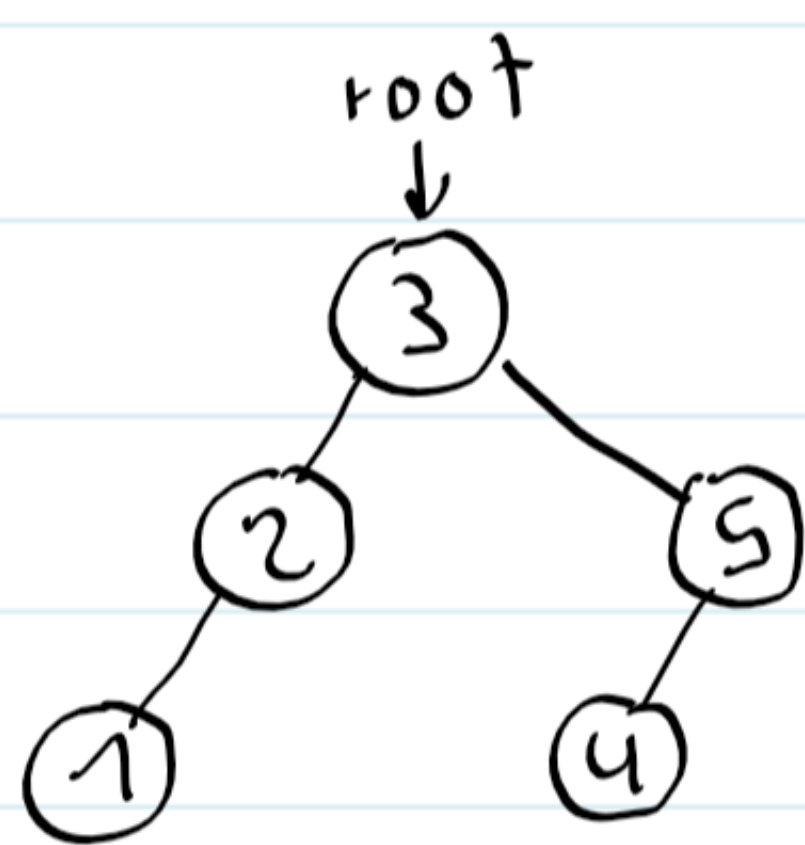
Able to merge ✓



## Algorithm

Able2Merge ( Trees)
  for tree in trees
    map[left→val] = tree
    map[right→val] = tree

  for tree in trees
    if tree.val in map
      merge(tree, map[tree→val])
      tree = nullptr

merge (son, father)
  if son < father
    if max(son) < father
      father.left = son
    else return nullptr
  else
    if min(son) > father
      father.left = son
    else return nullptr