

Java

```
class Solution {
    public int longestZigZag(TreeNode root) {

    }
}

/**
 * Definition for a binary tree node.
 * public class TreeNode {
 *     int val;
 *     TreeNode left;
 *     TreeNode right;
 *     TreeNode() {}
 *     TreeNode(int val) { this.val = val; }
 *     TreeNode(int val, TreeNode left, TreeNode right) {
 *         this.val = val;
 *         this.left = left;
 *         this.right = right;
 *     }
 * }
 */
```

JavaScript

```
/**
 * @param {TreeNode} root
 * @return {number}
 */
var longestZigZag = function(root) {
```

```
};
```

```
/**  
 * Definition for a binary tree node.  
 * function TreeNode(val, left, right) {  
 *     this.val = (val===undefined ? 0 : val)  
 *     this.left = (left===undefined ? null : left)  
 *     this.right = (right===undefined ? null : right)  
 * }  
 */
```

C++

```
class Solution {  
public:  
    int longestZigZag(TreeNode* root) {  
  
    }  
};
```

```
/**  
 * Definition for a binary tree node.  
 * struct TreeNode {  
 *     int val;  
 *     TreeNode *left;  
 *     TreeNode *right;  
 *     TreeNode() : val(0), left(nullptr), right(nullptr) {}  
 *     TreeNode(int x) : val(x), left(nullptr), right(nullptr) {}  
 *     TreeNode(int x, TreeNode *left, TreeNode *right) : val(x), left(left), right(right) {}  
 * };
```

* /
