```
Java
/**
 * 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;
 *
 * }
*/
class Solution {
    public boolean isUnivalTree(TreeNode root) {
JavaScript
/**
 * 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)

```
* }
 * @param {TreeNode} root
* @return {boolean}
*/
var isUnivalTree = function(root) {
};
TypeScript
/**
 * Definition for a binary tree node.
* class TreeNode {
      val: number
      left: TreeNode | null
      right: TreeNode | null
      constructor(val?: number, left?: TreeNode | null, right?: TreeNode | null) {
          this.val = (val===undefined ? 0 : val)
          this.left = (left===undefined ? null : left)
          this.right = (right===undefined ? null : right)
function isUnivalTree(root: TreeNode | null): boolean {
};
```

```
C++
/**
 * 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) {}
 *
* };
*/
class Solution {
public:
    bool isUnivalTree(TreeNode* root) {
};
C#
/**
 * Definition for a binary tree node.
 * public class TreeNode {
      public int val;
      public TreeNode left;
      public TreeNode right;
      public TreeNode(int val=0, TreeNode left=null, TreeNode right=null) {
           this.val = val;
```

```
this.left = left;
          this.right = right;
* }
*/
public class Solution {
    public bool IsUnivalTree(TreeNode root) {
Kotlin
/**
* Example:
* var ti = TreeNode(5)
* var v = ti.`val`
* Definition for a binary tree node.
* class TreeNode(var `val`: Int) {
      var left: TreeNode? = null
      var right: TreeNode? = null
* }
*/
class Solution {
   fun isUnivalTree(root: TreeNode?): Boolean {
    }
```