

Part #3 Pseudo code,
isBST (node , min , max)

if node == null
return true

← base case

if node.Value \leq min OR node.Value \geq max
return false

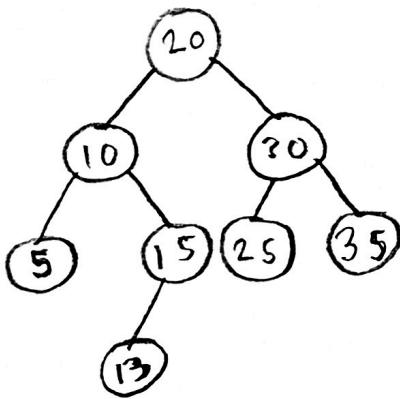
← if current node does not follow the min and max it is out.

return isBST (node.left , min , node.Value)
AND isBST (node.Right , node.Value , max)

↑ recursively checks the nodes in order

for the left node the new max is the current nodes value.
for the right node the new min value is the current's value.

Valid BST



invalid BST

