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\* Definition for a binary tree node.

\* struct TreeNode {

\* int val;

\* TreeNode \*left;

\* TreeNode \*right;

\* TreeNode(int x) : val(x), left(NULL), right(NULL) {}

\* };

\*/

class Solution {

public:

int height(TreeNode\* root){

if(!root)

return 0;

return 1 + max(height(root->left),height(root->right));

}

bool isBalanced(TreeNode\* root) {

if(!root)

return true;

if( abs(height(root->left)-height(root->right)) <=1 )

return isBalanced(root->left) & isBalanced(root->right);

return false;

}

};