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98. Validate Binary Search Tree
We will use in-order traverse to combine all node's value in bst. TC is O(n)
class Solution:
  def isValidBST(self, root: TreeNode) -> bool:
   self.pre = -float('inf')
   def dfs(node):
     if not node:
      return True
     if not dfs(node.left):
      return False
     if node.val <= self.pre:
      return False
     self.pre = node.val
     if not dfs(node.right):
      return False
     return True
   return dfs(root)
530. Minimum Absolute Difference in BST
class Solution:
  def getMinimumDifference(self, root: TreeNode) -> int:
     self.min = float('inf')
     self.pre = None
     def inorder(node):
      if not node:
       return None
      inorder(node.left)
      if self.pre is not None:
       self.min = min(self.min, node.val - self.pre)
      self.pre = node.val
      inorder(node.right)
     inorder(root)
     return self.min
700. Search in a Binary Search Tree
class Solution:
  def searchBST(self, root: TreeNode, val: int) -> TreeNode:
     def inorder(node):
      if not node:
       return None
      if node.val == val:
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return node
      elif node.val > val:
       return inorder(node.left)
       return inorder(node.right)
     return inorder(root)
701. Insert into a Binary Search Tree
We will try to find the slot we want to insert using recursion. TC is O(logn)
class Solution:
  def insertIntoBST(self, root: TreeNode, val: int) -> TreeNode:
     if not root:
      return TreeNode(val)
     def find(node, val):
      if node.val < val:
       if node.right:
         find(node.right, val)
       else:
         node.right = TreeNode(val)
      else:
       if node.left:
         find(node.left, val)
       else:
         node.left = TreeNode(val)
     find(root, val)
     return root
230. Kth Smallest Element in a BST
We will use stack to traverse our BST, TC is O(k)
class Solution:
  def kthSmallest(self, root: TreeNode, k: int) -> int:
     stack = [root]
     while root:
      stack.append(root)
      root = root.left
     while stack:
      node = stack.pop()
      k = 1
      if k == 0:
       return node.val
      node = node.right
      while node:
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stack.append(node) node = node.left