**Number of nodes at even and odd depths:**

//Logic-> Store depths in an array using BFS (similar to storing distances from source node)

bool BFS (int source) {

push source into the queue

mark source as visited

while (queue is not empty) {

current=front of the queue

for (current’s children) {

if (not visited)

mark visited, level of child=level of current +1, push child into the queue

}

}

}

// level 0 corresponds to source, level 1,3,5 etc. will be considered at odd depths and 2,4,6 etc. at even