





Q2) boolean All confirm (noden) [if (n == nully

> seturn true if (noleft == null & noright == null

return (n. hight == 0)

11 check to right subchild recursively groub hight

int right hight = -1 if (n. right b = null)

if (JAULconfirm Cn-right))

zeturn folze

if (n. key > n. right. key)

seturn Palse

right hight = n. right. height

11 check for left subchild recentively

grabin height

int lefthight = -1

it (nileft b=null)

if (AUL confirm (n.left))

there exist when false

