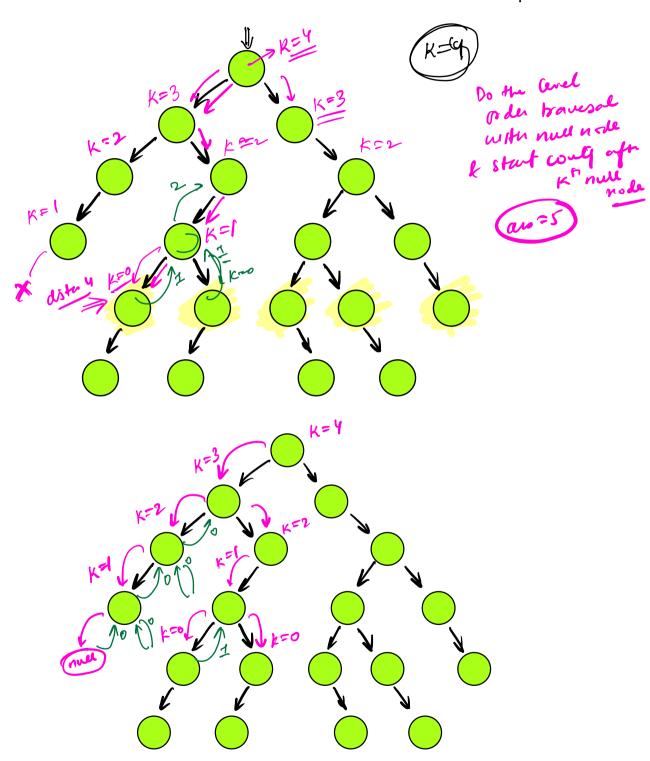


cout all node which we at a distance & from root.



```
ind count ( root, int K)

if ( root == null) return 0;

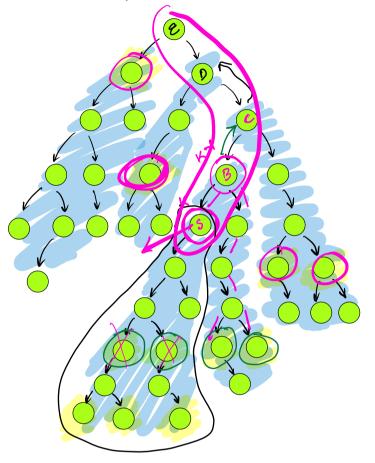
if ( k == 0) return 1;

Int n = rount ( root · left, K-1);

inty = rount ( root · right, K-1);

return n+y;
```

count of nodes at a distance from my given nedes



count (node 1 K) = 3

cout (B. eight, K-1) = 2 K = K - 1 Cout (C. eight, K-1) = 2 Cout (C. eight, K-1) = 2 Cout (K - K - 1)

cont ( 2- uft, K-1)

1 x K= K-1

cont ( 8- uft, K-1)

interpath

(1) store the prodect from root to give nocle

path > S B C D E

and t = count (path(o), K);

K = K-1;

for (i = 1; i < path xize; i+t)

if (path(i) o left == path(i-1))

and t = count (path(o) xight, K-1);

clar

d

and t = count (path(i) - left, K-1);

k = K-1;

g

Find coyest path across the root.

