```c
#include<stdio.h>
#include<stdlib.h>

struct BinaryTree
{
    struct BinaryTree *left;
    int data;
    struct BinaryTree *right;
};

struct BinaryTree * CreateBinaryNode(int value)
{
    struct BinaryTree *node = (struct BinaryTree *)malloc(sizeof(struct BinaryTree));
    node->left=NULL;
    node->data=value;
    node->right=NULL;
    return node;

}

int Max(int a, int b)
{
    if(a>b)
        return a;
    else return b;
}

int FindLevel(struct BinaryTree *root)
{
    int leftsize,rightsize;
    if(root==NULL)
        return 0;
    else
    {
        leftsize=FindLevel(root->left);
        rightsize=FindLevel(root->right);
        return (Max(leftsize,rightsize)+1);
    }

}

void main()
{
    struct BinaryTree *root;
    root=CreateBinaryNode(20);
    root->left=CreateBinaryNode(30);
    root->right=CreateBinaryNode(40);
    root->left->left=CreateBinaryNode(220);
    root->left->right=CreateBinaryNode(1420);
    root->right->right=CreateBinaryNode(20);
    root->right->left=CreateBinaryNode(333);
    root->left->left->right=CreateBinaryNode(1420);
    root->left->left->left=CreateBinaryNode(1420);
    root->left->left->left->left=CreateBinaryNode(1420);
    printf("Level of Binary Tree is %d",FindLevel(root));

}
```