

A diagram illustrating code annotations. It features several colored circles (orange and yellow) connected by lines to specific parts of the code. An orange circle points to the `public` keyword in the `getHeightOfTree` method. Another orange circle points to the `Node` parameter in the same method. A yellow circle points to the `class` keyword in the `Node` class definition. Another yellow circle points to the `Node` type in the `left` and `right` fields. A third yellow circle points to the `return` statement in the base case of the recursive method. A fourth yellow circle points to the `Math.max` function call in the final `return` statement.

```
public static class[/aoi=Keyword] Node {  
    public Node left, right;  
    int value;  
}  
  
public static int getHeightOfTree(Node n) {  
    if (n.left == null && n.right == null) {  
        return 1;  
    }  
    if (n.left == null) {  
        return 1 + getHeightOfTree(n.right);  
    }  
    if (n.right == null) {  
        return 1 + getHeightOfTree(n.left);  
    }  
    return 1 + Math.max(getHeightOfTree(n.left), getHeightOfTree(n.right));  
}
```