```
public static class[/ani=Keyword] Node
    public Node left, might;
    int value;
public static at getHeightOfTree(Node n)
   in (n.left null && n.right == null) {
       return 1
       (n.left == null)
       return 1 + getHeightOfTree(n.right);
    if (h.right == null) {
        return 1 + getHeightOfTree(n.left);
    return 1 Hath.max(getHeightOfTree(n.left) getHeightOfTree(n.right));
```