/\*\*

\* Definition for a binary tree node.

\* struct TreeNode {

\* int val;

\* struct TreeNode \*left;

\* struct TreeNode \*right;

\* };

\*/

struct TreeNode\* lowestCommonAncestor(struct TreeNode\* root, struct TreeNode\* p, struct TreeNode\* q) {

struct TreeNode\* ans=root;

while(1){

if( root->val > p->val && root->val > q->val){

root=root->left;

}else if( root->val < p->val && root->val < q->val ){

root=root->right;

}else{

return root;

}

}

return ans;

}