Problem Link:

<https://leetcode.com/problems/balanced-binary-tree/>

Solution:/\*\*

\* Definition for a binary tree node.

\* struct TreeNode {

\* int val;

\* TreeNode \*left;

\* TreeNode \*right;

\* TreeNode() : val(0), left(nullptr), right(nullptr) {}

\* TreeNode(int x) : val(x), left(nullptr), right(nullptr) {}

\* TreeNode(int x, TreeNode \*left, TreeNode \*right) : val(x), left(left), right(right) {}

\* };

\*/

class Solution {

public:

bool isBalanced(TreeNode\* root) {

return height(root) != -1;

}

private:

int height(TreeNode\* node) {

if(node == nullptr)

return 0;

int l = height(node->left);

if(l == -1)

return -1;

int r = height(node->right);

if(r == -1)

return -1;

if(abs(l - r) > 1)

return -1;

return 1 + max(l, r);

}

};