

Name: _____

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1) (10 pts) DSN (Binary Trees)

Write a function named `find_below()` that takes a pointer to the root of a binary tree (*root*) and an integer value (*val*) and returns the greatest value in the tree that is strictly less than *val*. If no such value exists, simply return *val* itself. Note that the tree passed to your function will **not** necessarily be a binary **search** tree; it's just a regular binary tree.

For example:

<pre> 18 / \ 7 4 / \ 1 22 \ 8 </pre>	<pre> find_below(root, 196) would return 22 find_below(root, 1) would return 1 find_below(root, 4) would return 1 find_below(root, 22) would return 18 find_below(root, 20) would return 18 find_below(root, 8) would return 7 find_below(root, -23) would return -23 </pre>
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You must write your solution in a **single** function. You cannot write any helper functions.

The function signature and node struct are given below.

```

typedef struct node
{
    int data;
    struct node *left;
    struct node *right;
} node;

int find_below(node *root, int val)
{
    int retval = val;
    int v1, v2;

    // Grading 2 pts for NULL case.
    if (root == NULL)
        return val;

    // Grading: 2 pts each, to make both recursive calls and store answers.
    v1 = find_below(root->left, val);
    v2 = find_below(root->right, val);

    // 4 pts total for this logic. 2 pts when answer is val, 1 pt each for v1, v2.
    if (root->data < val && (root->data > retval || retval == val)) retval = root->data;
    if (v1 < val && (v1 > retval || retval == val)) retval = v1;
    if (v2 < val && (v2 > retval || retval == val)) retval = v2;

    return retval;
}
// Note: Many ways to do the logic at the end.

```