

## Excercise 0

Do not forget about the excellent [documentation](#) or `rustc --explain`.

### Make `Tree` compile

Starting from the following file

```
enum Tree {
    Empty,
    Leaf(i32),
    Node(Tree, Tree)
}

fn main() {
    let tree: Tree = Tree::Empty;
}
```

make it compile, keeping the spirit of `Tree` intact.

### Create a `depth` function

Extend the previous code to include a `depth` function. This function should determine the depth of an arbitrary tree. The depth of the `Empty` tree is zero, the depth of a `Leaf` is one and the depth of a `Node` is one more than the maximum of the depth of her sub-trees.