**Quad Layout** AlgoExpert Swift Sublime Monokai 00:00:00 12px

**Prompt** 

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Solution 1

Run Code

```
Solution 1
```

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3 class Program {

class BST {

Scratchpad

var value: Int?

var left: BST? var right: BST?

init(value: Int) {

left = nil

right = nil

// O(n) time | O(d) space

if tree === nil {

return true

return false

return false

} else {

if var treeValue = tree?.value {

return leftIsValid && rightIsValid

self.value = value

func validateBST(tree: BST) -> Bool {

var minimum = Int(Int32.min)

var maximum = Int(Int32.max)

Our Solution(s)

return validateBSTHelper(tree: tree, minimum: &minimum, maximum: &maximum)

func validateBSTHelper(tree: BST?, minimum: inout Int, maximum: inout Int) -> Bool {

if let tree = tree, let value = tree.value, value < minimum || value >= maximum {

let leftIsValid = validateBSTHelper(tree: tree?.left, minimum: &minimum, maximum) let rightIsValid = validateBSTHelper(tree: tree?.right, minimum: &treeValue, ma

**Video Explanation** 

Run Code

**Your Solutions** 

Solution 3

```
1 class Program {
       // This is an input class. Do not edit.
       class BST {
           var value: Int?
           var left: BST?
           var right: BST?
           init(value: Int) {
               self.value = value
10
               left = nil
11
               right = nil
12
13
14
15
       func validateBST(tree: BST) -> Bool {
           // Write your code here.
16
17
           return false
18
19 }
20
```

Solution 2

**Custom Output Raw Output** Submit Code

Run or submit code when you're ready.