# TreeHeight

Your task is to write a function, TreeHeight, that returns the height of the given tree. The height of a tree is the number of edges on the longest path from the root node to a leaf node. The height of an empty tree is considered to be -1.

#### Download

Click <u>here</u> to download a zip of the files.

#### The Files

**Tree.c** Contains code for reading and printing a binary tree

**Tree.h** Contains the definition of the binary tree data structure and function prototypes

testTreeHeight.c Contains the main function, which reads in a binary tree from standard input, calls TreeHeight,

and prints out the result.

**TreeHeight.c** Contains TreeHeight, the function you must implement

**Makefile** A makefile to compile your code

**tests/** A directory containing the inputs and expected outputs for some basic tests

A script that uses the tests in the tests directory to autotest your solution. You should only run

this after you have tested your solution manually.

### Examples

Your program should behave like these examples:

```
$ ./testTreeHeight
Enter the preorder traversal of the tree: 2 5 7 9 6
Enter the in-order traversal of the tree: 5 2 9 7 6
Tree:

2
/ \
5     7
/ \
9     6

TreeHeight returned: 2

Explanation: The given tree does not necessarily have to be a BST.
```

```
$ ./testTreeHeight
Enter the preorder traversal of the tree:
Enter the in-order traversal of the tree:
Tree:

X
TreeHeight returned: -1
```

```
$ ./testTreeHeight
Enter the preorder traversal of the tree: 5 8 3 9 1 7 4
Enter the in-order traversal of the tree: 1 9 3 8 5 7 4
Tree:

5
//
8 7
//
3 4
//
9
//
1
TreeHeight returned: 4
```

## **Testing**

You can test your program manually by compiling your code using **make**, and then running ./testTreeHeight, as shown above. After you are satisfied with your solution, you can autotest it by running ./autotest. This will run some basic tests on your program.