Mo Tu We Th

```
struct TreeNode {
    int ID;
    string chucVu;
    int luong;

    vector<TreeNode> children;

    TreeNode(int ID, string chucVu, int luong) {
        this.id = id;
        this.chucVu = chucVu;
        this.luong = luong;
    }
};

void addChild(TreeNode* parent, TreeNode* root) {
    parent->children.push_back(child);
}
```

```
void findMaxLuong (TreeNode* root, int& result, int& maxLuong) {
    if (maxLuong < root->luong) {
        result = root->id;
        maxLuong = root->luong
    }
    for (auto child : root->children) {
        findMaxLuong (child);
    }
}
int main() {
    TreeNode* root = new TreeNode (123, GiamDoc, 3000);
    TreeNode* node2 = new TreeNode (...);
    TreeNode* node10 = new TreeNode (...);

    addchild. (root, node2);
    addchild. (node3, node10);

    int result = -1;
    int luong = -1;
    findMaxLuong (root, result, luong);
    rout << result;
```