### 98. Validate Binary Search Tree

/\*\*

\* Definition for a binary tree node.

\* struct TreeNode {

\* int val;

\* TreeNode \*left;

\* TreeNode \*right;

\* TreeNode() : val(0), left(nullptr), right(nullptr) {}

\* TreeNode(int x) : val(x), left(nullptr), right(nullptr) {}

\* TreeNode(int x, TreeNode \*left, TreeNode \*right) : val(x), left(left), right(right) {}

\* };

\*/

class Solution {

public:

#if 1

bool isValidBST(TreeNode\* root, TreeNode\* min=nullptr, TreeNode\* max=nullptr) {

if (!root) return true;

if (min != nullptr && root->val <= min->val) return false;

if (max != nullptr && root->val >= max->val) return false;

return isValidBST(root->left, min, root) && isValidBST(root->right, root, max);

}

#endif

};