

(12) Max. depth of BST :

```
int maxDepth ( Node root ) {  
    if (root == null) return 0;  
    int l = maxDepth (n.left, 1), r = maxDepth (n.right, 1);  
    return maxDepth  
        if (l > r)  
            return l;  
        return r;  
}
```

```
int maxDepth (Node n, int depth) {  
    if (n == null) return depth;  
    int l = maxDepth (n.left, depth + 1),  
        r = maxDepth (n.right, depth + 1);  
    if (l > r) return l;  
    return r;  
}
```