**/\*\***

**\* Definition for a binary tree node.**

**\* struct TreeNode {**

**\*     int val;**

**\*     struct TreeNode \*left;**

**\*     struct TreeNode \*right;**

**\* };**

**\*/**

**void getMinimumDifferencefunction(struct TreeNode \* root, int \* value, int \* minimumdifference, int \* count){**

**if(root!=NULL){**

**getMinimumDifferencefunction(root->left, value, minimumdifference,count);**

**\*count=\*count+1;**

**if(\*count!=1){**

**if(\*count==2){**

**\*minimumdifference=root->val-\*value;**

**}**

**else{**

**if(root->val-\*value<\*minimumdifference){**

**\*minimumdifference=root->val-\*value;**

**}**

**}**

**}**

**\*value=root->val;**

**getMinimumDifferencefunction(root->right, value, minimumdifference,count);**

**}**

**}**

**int getMinimumDifference(struct TreeNode\* root) {**

**int value1;**

**int minimumdifference;**

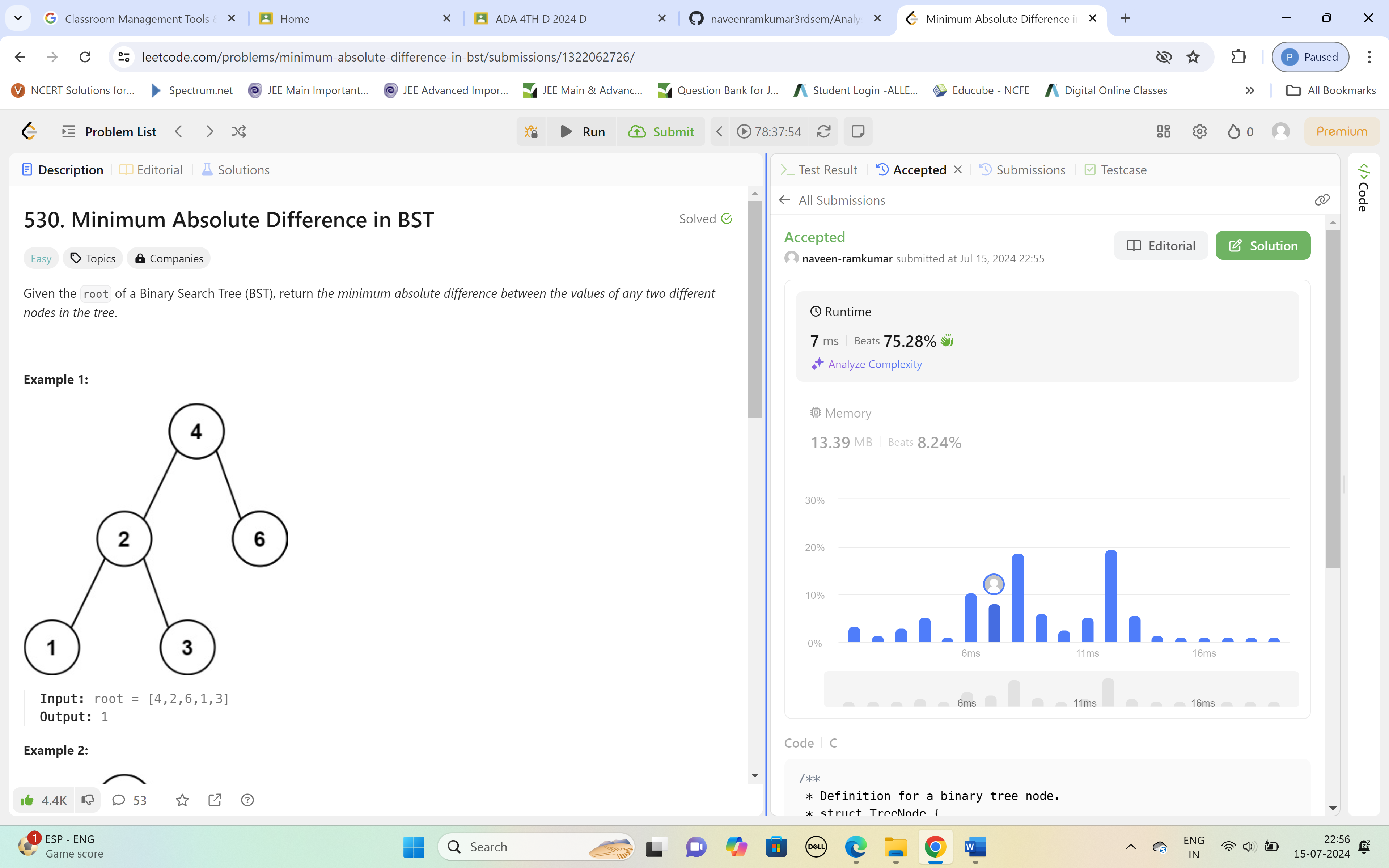
**int count;**

**count=0;**

**getMinimumDifferencefunction(root, &value1, &minimumdifference,&count);**

**return(minimumdifference);**

**}**

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