

# Problem 98: Validate Binary Search Tree

## Problem Information

**Difficulty:** Medium

**Acceptance Rate:** 35.01%

**Paid Only:** No

**Tags:** Tree, Depth-First Search, Binary Search Tree, Binary Tree

## Problem Description

Given the `root` of a binary tree, \_determine if it is a valid binary search tree (BST)\_.

A \*\*valid BST\*\* is defined as follows:

- \* The left subtree of a node contains only nodes with keys \*\*strictly less than\*\* the node's key.
- \* The right subtree of a node contains only nodes with keys \*\*strictly greater than\*\* the node's key.
- \* Both the left and right subtrees must also be binary search trees.

**Example 1:**



**Input:** root = [2,1,3] **Output:** true

**Example 2:**



**Input:** root = [5,1,4,null,null,3,6] **Output:** false **Explanation:** The root node's value is 5 but its right child's value is 4.

**Constraints:**

\* The number of nodes in the tree is in the range `[1, 104]`. \* `-231 <= Node.val <= 231 - 1`

## Code Snippets

### C++:

```
/*
 * 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:
    bool isValidBST(TreeNode* root) {
        }
    };
}
```

### Java:

```
/*
 * Definition for a binary tree node.
 * public class TreeNode {
 *     int val;
 *     TreeNode left;
 *     TreeNode right;
 *     TreeNode() {}
 *     TreeNode(int val) { this.val = val; }
 *     TreeNode(int val, TreeNode left, TreeNode right) {
 *         this.val = val;
 *         this.left = left;
 *         this.right = right;
 *     }
 * }
 */
class Solution {
```

```
public boolean isValidBST(TreeNode root) {  
    }  
}
```

### Python3:

```
# Definition for a binary tree node.  
# class TreeNode:  
#     def __init__(self, val=0, left=None, right=None):  
#         self.val = val  
#         self.left = left  
#         self.right = right  
class Solution:  
    def isValidBST(self, root: Optional[TreeNode]) -> bool:
```