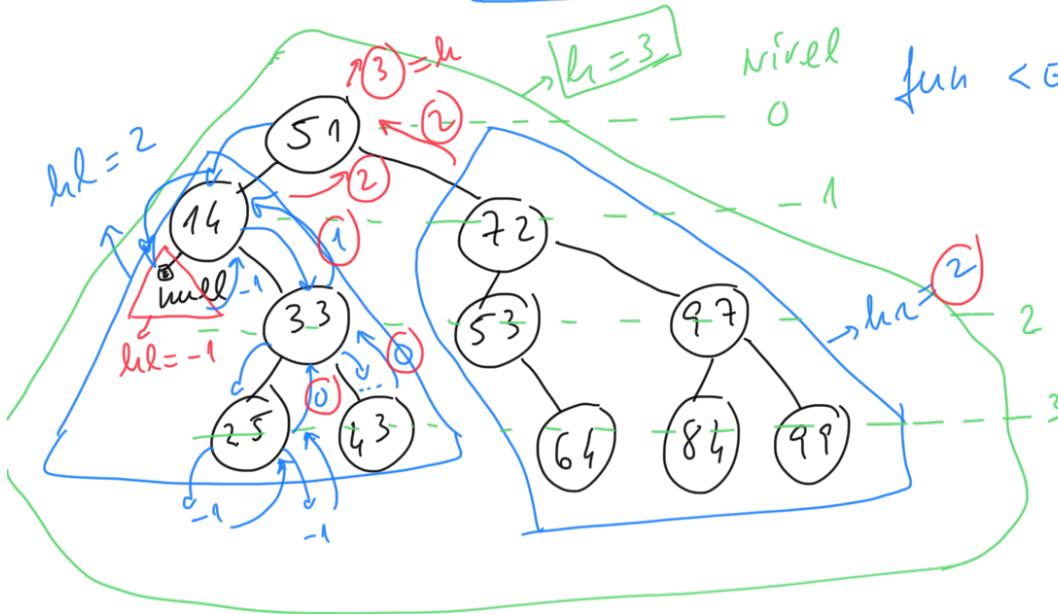


Exercício

// altura = nível máximo

1.



fun <E> height (h: node <E>): Int {

if (h == null)
return -1

val hl = height (h.
left)

val hr = height (h.
right)

if (hl > hr)
return hl + 1

else
return hr + 1

}

Percurso posfixo

```
fun min (h: Node<Int>) : Int? {  
    if (h == null)  
        return null  
  
    while (h.left != null)  
        h = h.left  
  
    return h.item  
}
```

2.

fun <E> isComplete (root: Node<E>?) : Boolean

3.

```
{
  return isCompleteAux(root) != -1
}
```

```
fun <E> isCompleteAux (root: Node<E>?)
  : Int {
```

```
  if (root == null)
    return 0
```

```
  val l = isCompleteAux (root.left)
```

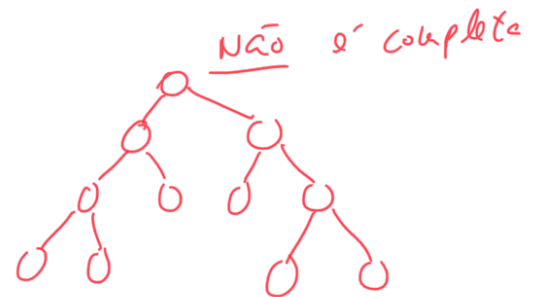
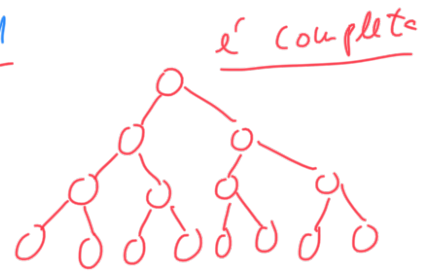
```
  val r = isCompleteAux (root.right)
```

```
  if (l == -1 || r == -1)
    return -1
```

```
  if (l == r) return l+1
```

```
  return -1
```

```
}
```



↑
não dá pra ser
se apenas tem os
2 filhos ou os nós
não filhos