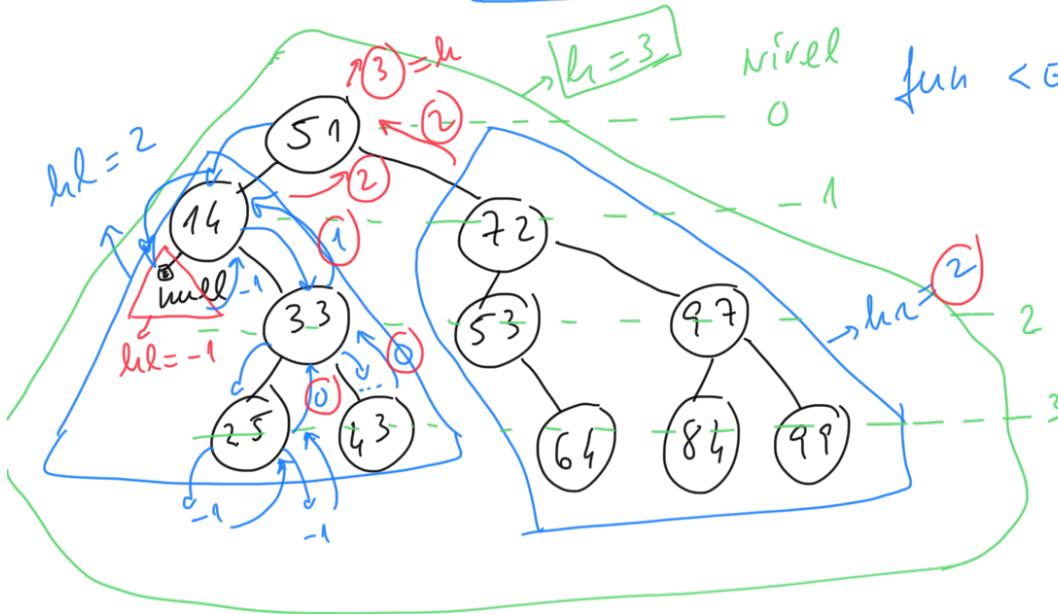


Exercício

// 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