**Children Sum Property**

#include <bits/stdc++.h>

void changeTree(BinaryTreeNode < int > \* root) {

if(!root) {

return;

}

int childrenSum=0;

childrenSum+=(root->left?root->left->data:0);

childrenSum+=(root->right?root->right->data:0);

if(childrenSum>root->data) {

root->data=childrenSum;

}

else {

if(root->left) {

root->left->data = root->data;

}

if(root->right) {

root->right->data = root->data;

}

}

changeTree(root->left);

changeTree(root->right);

int total=0;

total+=(root->left?root->left->data:0);

total+=(root->right?root->right->data:0);

if(root->left || root->right) {

root->data = total;

}

}