**Construct BST from Preorder Traversal**

TreeNode<int> \*solve(vector<int> &preOrder, int &i, int bound, int n){

if(i >= n || preOrder[i] > bound){

return NULL;

}

TreeNode<int> \*root = new TreeNode<int>(preOrder[i++]);

root->left = solve(preOrder, i, root->data, n);

root->right = solve(preOrder, i, bound, n);

return root;

}

TreeNode<int>\* preOrderTree(vector<int> &preOrder){

int i = 0;

int n = preOrder.size();

return solve(preOrder, i, INT\_MAX, n);

}