**Floor in BST**

#include <bits/stdc++.h>

int floorInBST(TreeNode<int>\* root, int X)

{

if (root == nullptr)

return INT\_MIN;

int floorVal = INT\_MIN;

while (root != nullptr)

{

if (root->val == X)

{

floorVal = root->val;

break;

}

else if (root->val > X)

{

root = root->left;

}

else

{

floorVal = root->val;

root = root->right;

}

}

return floorVal;

}