**Is Height Balanced Binary Tree**

#include <bits/stdc++.h>

int getHeight(BinaryTreeNode<int>\* root) {

if (root == NULL) {

return 0;

}

int leftHeight = getHeight(root->left);

int rightHeight = getHeight(root->right);

return 1 + max(leftHeight, rightHeight);

}

bool isBalancedBT(BinaryTreeNode<int>\* root) {

if (root == NULL) {

return true;

}

int leftHeight = getHeight(root->left);

int rightHeight = getHeight(root->right);

if (abs(leftHeight - rightHeight) <= 1 && isBalancedBT(root->left) && isBalancedBT(root->right)) {

return true;

}

return false;

}