**Partial BST**

#include <bits/stdc++.h>

bool func(BinaryTreeNode<int>\* root, int min\_v, int max\_v) {

if (root == NULL)

return true;

if (root->data < min\_v || root->data > max\_v)

return false;

return func(root->left, min\_v, root->data) && func(root->right, root->data, max\_v);

}

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

if (root == NULL)

return true;

return func(root, INT\_MIN, INT\_MAX);

}