

## Objective

Today, we're working with Binary Search Trees (BSTs). Check out the [Tutorial](#) tab for learning materials and an instructional video!

## Task

The height of a binary search tree is the number of edges between the tree's root and its furthest leaf. You are given a pointer, *root*, pointing to the root of a binary search tree. Complete the *getHeight* function provided in your editor so that it returns the height of the binary search tree.

## Input Format

The locked stub code in your editor reads the following inputs and assembles them into a binary search tree:

The first line contains an integer, *n*, denoting the number of nodes in the tree.

Each of the *n* subsequent lines contains an integer, *data*, denoting the value of an element that must be added to the BST.

## Output Format

The locked stub code in your editor will print the integer returned by your *getHeight* function denoting the height of the BST.

## Sample Input

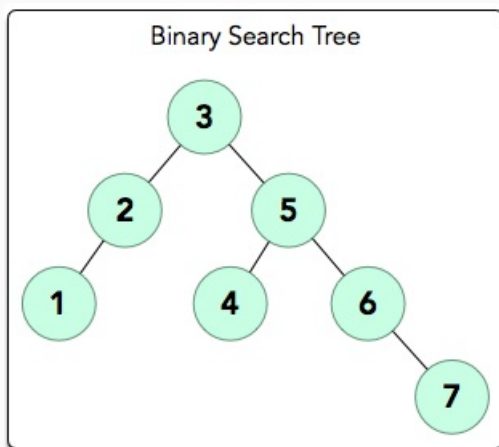
```
7
3
5
2
1
4
6
7
```

## Sample Output

```
3
```

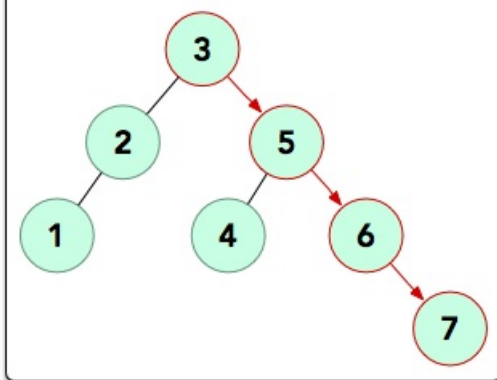
## Explanation

The input forms the following BST:



The longest root-to-leaf path is shown below:

Longest Root-to-Leaf Path



There are **4** nodes in this path that are connected by **3** edges, meaning our BST's *height* = **3**. Thus, we print **3** as our answer.