

```

int numCompletions(node * p, string pref)
{
    int count = 0;
    char s;
    int i = 0;

    if (p == nullptr)
    {
        return 0;
    }
    else
    {
        while (p != nullptr)
        {
            {
                s = pref[i];
                if (p->children[s[i]] == nullptr) {
                    count = 0;
                    break;
                }
                if ( p->marked == true)
                {
                    count = count + 1;
                }
                i++;
                p = p->children[i];
            }
        }
        return count;
    }
}

```