

## Algorithm: Height

```
1 Procedure Height(node)
2    $h \leftarrow -1$ 
3   if node = Nil then
4     return h
5   for  $v' \in node_{children}$  do
6      $h \leftarrow \max(h, \text{Height}(v'))$ 
7   end
8   return  $1 + h$ 
```