bool Node::isComplete(){

    if(!left && !right)

        return true;

    int hl = left?left->heigth():-1;

    int hr = right?right->heigth():-1;

    if(hl != hr || hl != hr+1)

        return false;

    int sl = left?left->size():0;

    int sr = right?right->size():0;

    if(hr == hl){//case1

        int fullsz = 2\*pow(hl+1)-1

        if( fullsz != sl)

            return false;

        return right->isComplete();

    }else{

        int fullsz = 2\*pow(hr+1)-1

        if( fullsz != sr)

            return false;

        return left->isComplete();

    }

}