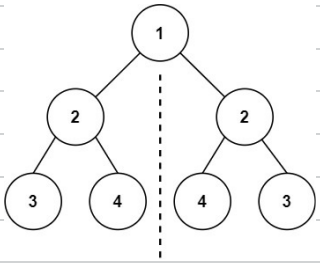
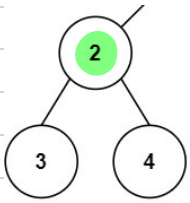
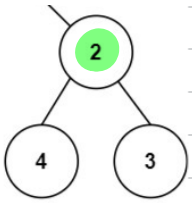


isMirror(2,2)






```
(t1->val == t2->val)
```

2=2 True

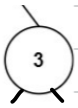
isMirror(3,4)

3 = 3 True

4 = 4 True

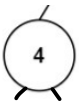
isMirror(Null, Null)

True



True

True



True

```
if (t1 == NULL && t2 == NULL) return true;
if (t1 == NULL || t2 == NULL) return false;
```

---

t1 val = t2 val isMirror(Null, Null) isMirror(Null, Null)

True and True and True = True

t1 val = t2 val isMirror(3,3) isMirror(4,4)

True and True and True = True

t1 val = t2 val isMirror(2,2)

True and True = True

return true

```c
bool isMirror(struct TreeNode* t1, struct TreeNode* t2) {
    if (t1 == NULL && t2 == NULL) return true;
    if (t1 == NULL || t2 == NULL) return false;
    return (t1->val == t2->val) &&
           isMirror(t1->left, t2->right) &&
           isMirror(t1->right, t2->left);
}


bool isSymmetric(struct TreeNode* root) {
    if (root == NULL) return true;
    return isMirror(root->left, root->right);
}
```