Name: ____________________
UCFID: ____________________
NID: ______________________

1) (10 pts) DSN (Binary Search Trees)

Complete the function on the next page so that it takes the root of a binary search tree (*root*) and an integer (*key*) and, if *key* is in the tree, returns the smallest integer in the BST that is **strictly greater than** *key*. If *key* is not present, or if there is no integer in the tree greater than *key*, simply return *INT_MIN* (which is defined in *limits.h*).

Your function must be **iterative** (not recursive), with a worst-case runtime that does not exceed **O(n)** (so, you can't drop the elements into an array and sort them in order to solve the problem).

You may assume the tree does not contain any duplicate values. However, *root* could be NULL.

For example:

```
      18           next_up(root, 18) would return 20
     /  \          next_up(root, 1) would return 4
    4    20        next_up(root, 4) would return 7
   / \             next_up(root, 10) would return 18
  1  10            next_up(root, 20) would return INT_MIN
     /             next_up(root, 9) would return INT_MIN
    7
```

In your solution, you may make as **single call** to either of the following functions. Assume they're already written and that they each have a worst-case runtime of O(n):

```
// Takes the root of a binary search tree (possibly the root of a
// subtree within a larger BST) and returns the smallest value in that
// (sub)tree. If the tree is empty, it returns INT_MAX.
int find_min(node *root);

// Takes the root of a binary search tree (possibly the root of a
// subtree within a larger BST) and returns the largest value in that
// (sub)tree. If the tree is empty, it returns INT_MIN.
int find_max(node *root);
```

An incomplete version of the function and *node* struct are provided on the following page, along with ten blanks for you to fill in to complete the solution. **Note that one of these blanks ought to be left blank and has been included so that part of the solution isn't given away.** Thus, each blank is worth one point, and for at least one of the ten blanks, leaving it blank is the only way to get credit for it.