

```
int32_t remove_all (node_t** rootp)
{
    int count;
    if (NULL == *rootp) { return 0; }
    count = remove_all (&(*rootp)->left);
    count += remove_all (&(*rootp)->right);
    free (*rootp);
    *rootp = NULL;
    return (count + 1);
}
```

