Consider the following typedefs for the binary tree:

```c
typedef struct {
    int iId;        // Student ID
    double dGPA;    // Student GPAs
} Student;

typedef struct NodeT {
    Student student;
    struct NodeT *pLeft;
    struct NodeT *pRight;
} NodeT;
```

Assume binary tree is in ascending order by iId. Initialize a binary tree with 6 nodes as shown in the figure using the functions discussed in class.

- Write and test the recursive function `void printHighGPAs (NodeT *pRoot)` which is passed a pointer to the root node of the binary tree. It should print the student IDs (in ascending order by student ID) of students having a GPA >= 3.5.

- Show the trace of the code for `printHighGPAs` using the diagram style discussed in lecture.

- Write & test the recursive function `double determineHighGPA (NodeT *pRoot)` which is passed a pointer to the root node of a binary tree. It should return the highest GPA (e.g., 3.9). If the tree is empty, return 0.0.

- Show a trace of the code for `determineHighGPA` using the diagram style discussed in lecture.