## 6 Haunted Forest

Jack Skellington needs to get through a haunted forest to find a cursed tree. The boogie man seems to have left a hint at the correct tree.

It's a binary search tree! Not just that but when you follow down it's branches they actually form Fibonacci sequences. He needs to know quickly which trees are and aren't the correct cursed trees! Given a binary search tree 'b' write a function to return True if it correctly creates a Fibonacci sequence when a user traverses its nodes. Otherwise return False.

## 6.1 Input

- The function receives a binary search tree b.
- The tree's nodes, when traversed in-order, should form a sequence.
- The input sequence represents values of nodes in the binary search tree when traversed in-order.

## 6.2 Output

- Return **True** if the in-order traversal of the tree's nodes forms a Fibonacci sequence.
- Return **False** otherwise.

## 6.3 Sample Input/Output

SAMPLE INPUT 1	SAMPLE OUTPUT 1
1,1,2,3,5,8	True
SAMPLE INPUT 2	SAMPLE OUTPUT 2
1,2,4,6,9	False
SAMPLE INPUT 3	SAMPLE OUTPUT 3
1,1	False