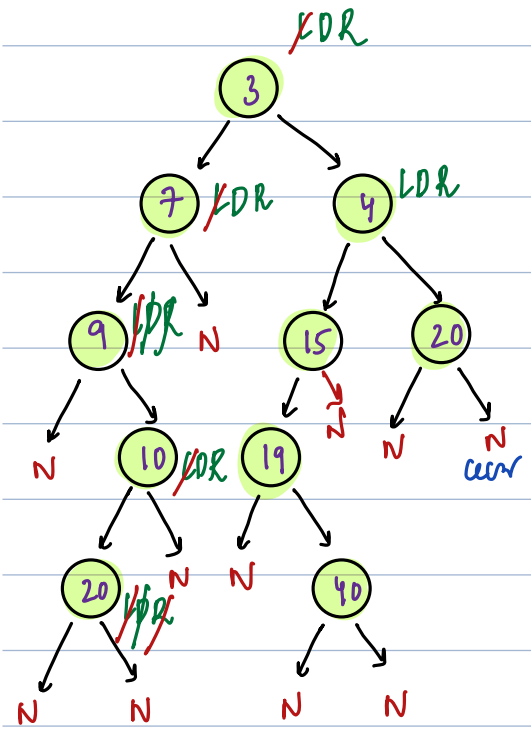
Todays Content

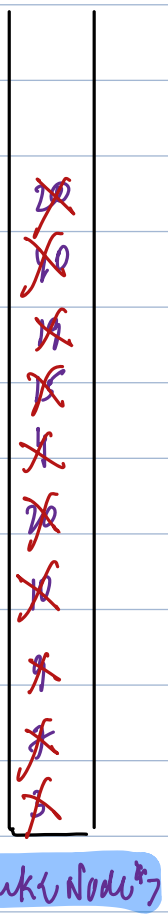
a. Iterative InOrder

b. Iterative PreOrder

c. Iterative PostOrder

Iterative InOrder (LDR)






```
void inOrder(Node root){
    Node cur = root;
    stack<Node*> st;
    while( cur != NULL || st.size() > 0 ){
        if(cur != nullptr){
            st.push(cur);
            cur = cur->left;
        }
        else{
            cur = st.top();
            st.pop();
            print(cur->data);
            cur = cur->right
        }
    }
}
```

if st.size == 0 break

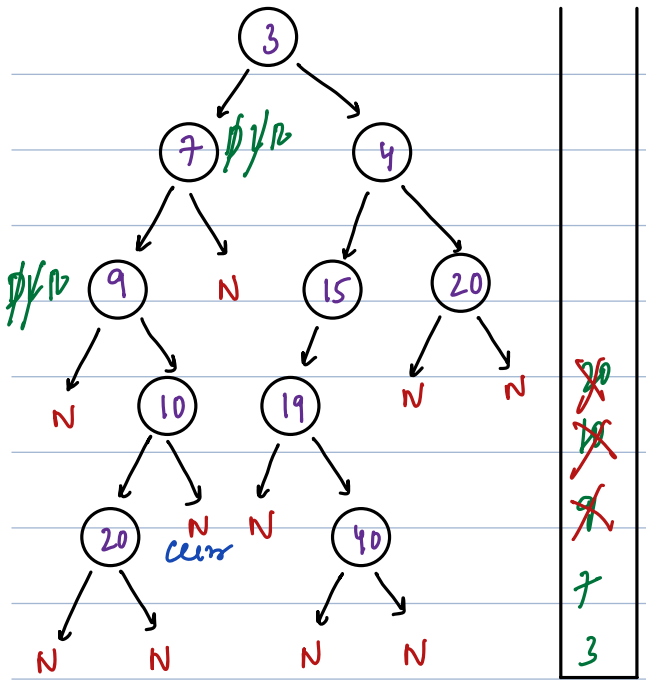
3 3 3

Output

9 20 10 7 3 19 40 15 4 20

Iterative PreOrder(DLR)

DLR



3 7 9

```
void preOrder(Node root){
    Node cur = root;
    stack<Node*> st;
    while( cur != null || st.size() > 0 ){
        if(cur != nullptr){
            print(cur->data);
            st.push(cur);
        } cur = cur->left;
        else{
            cur = st.top();   // if st.size()==0 break
            st.pop();
            cur = cur->right
        }
    }
```

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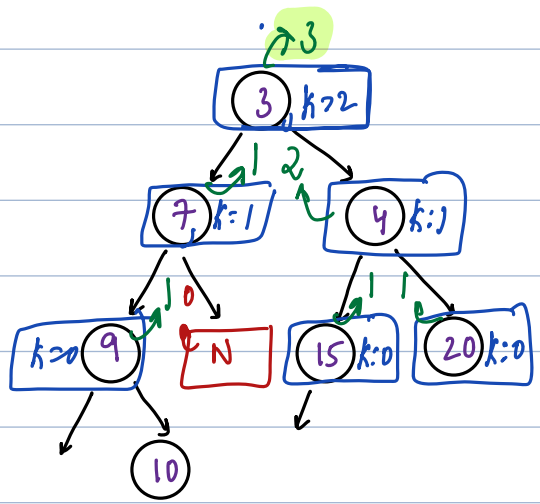
PostOrder: TODO

Return count of nodes at level: k




```
int countk(Node root, int k){
    if(root==null){return 0;}
    if(k==0){return 1;}
    int l = countk(root.left, k-1)
    int r = countk(root.right, k-1)
    return l+r;
}
```

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