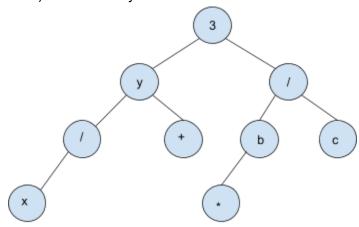
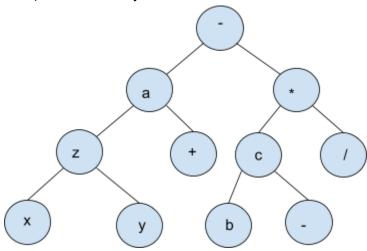
Q1

a) Inorder: x / y + 3 * b / c



b) Postorder: x y z + a b - c * / -



c) Preorder: * + a - x y / c d

