#include<stdio.h>

#include<stdlib.h>

struct node

{

int data;

struct node \*left, \*right;

}\*root=NULL;

void append(int n)

{

int flag=0;

struct node \*newnode;

newnode=(struct node \*)malloc(sizeof(struct node));

newnode->left=NULL;

newnode->data=n;

newnode->right=NULL;

if(root==NULL)

{

root=newnode;

}

else

{

struct node \*temp=root, \*temp1=root;

while(1)

{

// int flag=0;

if(temp->left==NULL)

{

temp->left=newnode;

break;

}

else if(temp->right==NULL)

{

temp->right=newnode;

break;

}

else if(flag==0)

{

temp=temp1->left;

flag=1;

}

else

{

temp=temp1->right;

flag=0;

temp1=temp1->left;

}

}

}

}

int sum(struct node \*temp)

{

if(temp==NULL)

return 0;

return(temp->data+sum(temp->left)+sum(temp->right));

}

int main()

{

int n;

do

{

scanf("%d",&n);

if(n>0)

{

append(n);

}

}while(n>0);

printf("%d",sum(root));

return 0;

}//write your full code