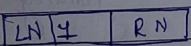


8/05/20 Compiler Mind:-

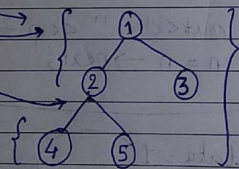
Tree
Shriket Sonawane

Int main
{

```
struct Node *root = new Node(10);
root->left = new Node(2);
root->right = new Node(3);
root->left->left = new Node(4);
root->left->right = new Node(5);
```



1 is Root Node

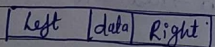


creating a tree.

starting*

struct Node

```
{
int data;
struct Node *Left, *Right;
```



↑ Node created → Integer type

cout<<" In order transversal";

Printlist Inorder (root);

→ starting from Root Node

void printInorder (root)

```
{
if (node == Null)
return;
```

PrintInorder (node->left);

→ go on left child

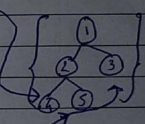
cout<<node->data<<" ";

(4) (2)

Print Inorder (node->right);

→ go on right child

(5) (10) (3)



4 2 5 1 3

cout<<" Preorder transversal

Printlist Preorder (Root);

→ starting from Root

void Print Preorder (root)

{

cout<< node->data;

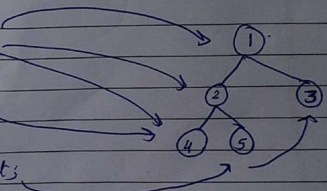
10 2 4

cout<< node->left;

10, 2, 4

cout<< node->right;

10, 2, 4, 5, 3



cout << "\n Postorder

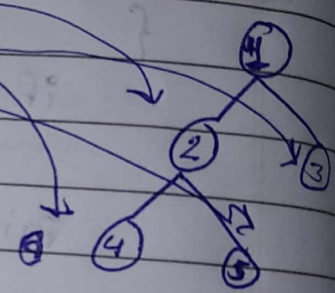
Print Postorder (root);

→ void Postorder (root)
{

Print Postorder (node → left);

Print Postorder (node → right);

cout << node → data << "\n";



4, 5, 2, 3

Inorder	
4 2 5 1 3	
Preorder	
1 2 4 5 3	
Postorder	4, 5, 2, 3, 1