AlgoExpert

Quad Layout

Swift

14рх

Sublime

Monokai

00:00:

Our Solution(s) Run (

```
Run Code
```

Your Solutions

Solution 1 Solution 2 Solution 3

```
Run Code
```

```
Solution 1
 1 // Copyright © 2020 AlgoExpert, LLC. All rights reserved.
   class Program {
       class BinaryTree {
           var value: Int
           var parent: BinaryTree?
           var left: BinaryTree?
           var right: BinaryTree?
9
10
           init(value: Int, parent: BinaryTree?) {
11
                self.value = value
12
                self.parent = parent
13
14
15
       // O(n) time | O(1) space
16
17
        func iterativeInOrderTraversal(_ tree: BinaryTree, _ callback: (Bi
18
            var previousNode: BinaryTree?
19
            var currentNode: BinaryTree? = tree
20
           while currentNode !== nil {
21
                let nextNode: BinaryTree?
                if previousNode === nil || previousNode === currentNode?.p
                    if currentNode?.left !== nil {
                       nextNode = currentNode?.left
26
                    } else {
27
                       callback(currentNode!)
28
                        nextNode = currentNode?.right !== nil ? currentNod
29
30
                } else if previousNode === currentNode?.left {
31
                    callback(currentNode!)
                    nextNode = currentNode?.right !== nil ? currentNode?.r
33
                } else {
```

```
1 class Program {
       class BinaryTree {
           var value: Int
           var parent: BinaryTree?
           var left: BinaryTree?
           var right: BinaryTree?
           init(value: Int, parent: BinaryTree?) {
9
               self.value = value
10
               self.parent = parent
11
12
13
14
       func iterativeInOrderTraversal(_ tree: BinaryTree, _ callback: (Bi
           // Write your code here.
16
17 }
18
```

Run or submit code when you're ready.