ole	frwerse(self):	explanation
	prev= NuLL	the moson this alg is in-situ is because it does not use any
	cunnent= self.hood	adolihond annous & has a constant memory complexity of
	while current!= NULL:	only modifies current data
	next = current.next	it is O(n) time as it loops from the head to tail next (N
	current. hext = prev	ona which in long.
	cunnent.pnw = next	<u> </u>
	prev = current	
	warent = next	
	self head - pnev	
de f	tnee-to-linxed (moot, node-None) if root is None: return):
	tna_to_ linxed_list(noot.left, noo	de.next)
	node data = noot data	
tace_to_lined_list(noot. night, node. next. next)		
,(. 11 1 1 1	<i>(</i> , -
this ve	algorithm has two parts, two have to go to every node. Be	vensing & adding to the list. The traversal is O(n) because ecoun we have a pointer to the next 22 node, the time complexity of this also nith O(n)
	white of that is control on	while the fine complexity of the alongith O(h)

Begin with the tail defoult a lum	c for first time
def link_to_tree (true, node):	
if (node is None):	time coplexity of his ic still O(n) become we need to the over se from tail to head.
return	becouse we need to to over se from
if (node is toil):	bail to had
poot = Tree Node (node. dota)	
neturn line to thee (noot, node pnev)	Rowern because this is a Bost, the
<u> </u>	search time is going to be O(h)-O(logn)
temp = TreeNode(node.dota)	search time is going to be O(h)-O(logn) which is loss than the 22's O(n).
if (tump.data > node data):	
tnee. night = temp	
return line-to-traltery, node. prev)	
lln:	
tne.left - temp	
neturn line-to-true(temp, node.pnev)	