#include <iostream>

#include <vector>

using namespace std;

struct TreeNode {

int value;

TreeNode\* left;

TreeNode\* right;

TreeNode(int x) : value(x), left(nullptr), right(nullptr) {}

};

void inorderTraversal(TreeNode\* root, vector<int>& result) {

if (root) {

inorderTraversal(root->left, result);

result.push\_back(root->value);

inorderTraversal(root->right, result);

}

}

vector<int> inorderTraversal(TreeNode\* root) {

vector<int> result;

inorderTraversal(root, result);

return result;

}

// Example usage:

int main() {

TreeNode\* root = new TreeNode(1);

root->left = new TreeNode(2);

root->right = new TreeNode(3);

root->left->left = new TreeNode(4);

root->left->right = new TreeNode(5);

vector<int> result = inorderTraversal(root);

// Print the result

for (int value : result) {

cout << value << " ";

}

return 0;

}