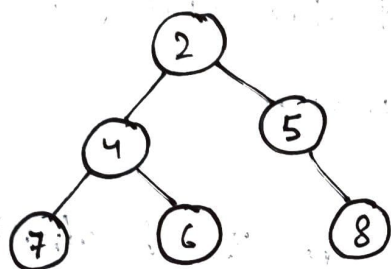


## Binary Tree PreOrder Traversal (144)

Preorder traversal is visiting node, then left child, then right child.

ex.



Preorder Traversal

= [2, 4, 7, 6, 5, 8]

Recursive solution is Trivial. Iterative solution is what counts.

# Recursive.

```
struct TreeNode {  
    int val;  
    TreeNode * left;  
    TreeNode * right;  
};
```

```
class Solution {
```

```
public:
```

```
    vector<int> v;
```

```
    vector<int> preorder (TreeNode* root) {
```

```
        if (root == NULL) {
```

```
            return v;
```

```
        }
```

```
        v.push_back (root->val);
```

```
        preorder (root->left);
```

```
        preorder (root->right);
```

```
        return v;
```

```
};
```

For iterative solution, we will maintain a stack of `TreeNode` pointers which stores the right child of visited nodes. if there is a left child of that node.

### # Iterative

```
vector<int> v;
```

```
vector<int> preorderTraversal(TreeNode* root) {
```

```
    stack<TreeNode*> rightNodes;
```

```
    while (root != NULL) {
```

```
        v.push_back(root->val);
```

```
        if (root->left == NULL && root->right == NULL) {
```

```
            if (rightNodes.empty()) break;
```

```
            else {
```

```
                root = rightNodes.top();
```

```
                rightNodes.pop();
```

```
            }
```

```
        else if (root->left != NULL && root->right == NULL) {
```

```
            root = root->left;
```

```
        }
```

```
        else if (root->left == NULL && root->right != NULL) {
```

```
            root = root->right;
```

```
        }
```

```
        else {
```

```
            rightNodes.push(root->right);
```

```
            root = root->left;
```

```
        }
```

```
    return v; }
```