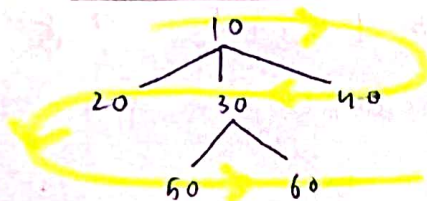


## ⑤ LEVELORDER LINEWISE ZIG-ZAG TRAVERSAL IN GENERIC TREE



Output:

```

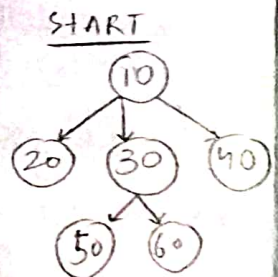
10
40 30 20
50 60
    
```

- Hum isme Stack Data Structure use krengy!
- Hum 2 stack banayeng  $\leftarrow$   $\begin{matrix} \text{main stack} \\ \text{child stack} \end{matrix}$ , aur ek flag use krengy!
- Issme bhi RPA use krengy!  $\text{Remove} \rightarrow \text{Print} \rightarrow \text{Add}$
- Phile main stack me root daaldengy.  $\begin{matrix} \text{main stack} \\ \text{child stack} \end{matrix}$
- Odd levels par hume left to right jana hai! Agar hum children ko bhi left to right order me add krey child stack me toh stack se vo right to left bahar nikalengy! Same goes with even levels!
- Even levels par hum right to left jana hai! Agar hum children ko bhi right to left order me add krey child stack me toh stack se vo ~~right~~ left to right nikalengy!

Code

```

public static void levelOrderLineWiseZZ(Node node) {
    Stack<Node> ms = new Stack<>();
    Stack<Node> cs = new Stack<>();
    ms.push(node);
    int level = 1;
    while (ms.size() > 0) {
        Node temp = ms.pop();
        System.out.print(temp.data + " ");
        if (level % 2 == 1) {
            for (int i = 0; i < temp.children.size(); i++) {
                cs.push(temp.children.get(i));
            }
        } else {
            for (int i = temp.children.size() - 1; i >= 0; i--) {
                cs.push(temp.children.get(i));
            }
        }
        if (ms.size() == 0) {
            ms = cs;
            cs = new Stack<>();
            level++;
            System.out.println();
        }
    }
}
    
```



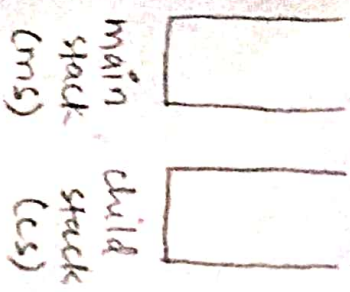
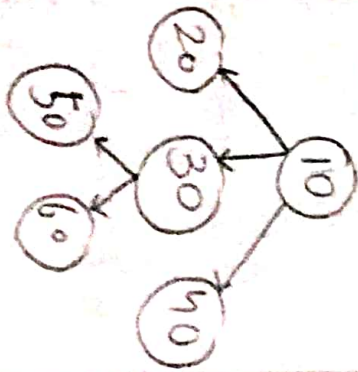
OUTPUT

```

10
40 30 20
50 60
    
```

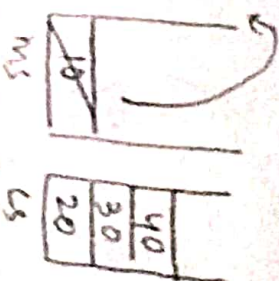
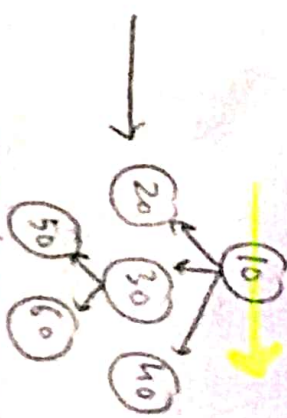


START



Output

10  
40 30 20  
50 60



10 is removed and printed  
= level 1 (left to right)

children of nodes of level 1 will be added to

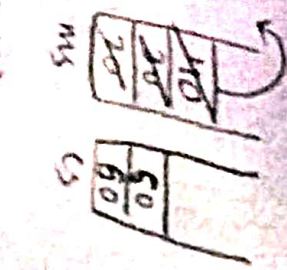
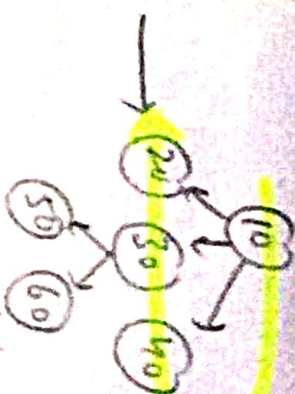
cs in left to right order

∴ Tab (ms) empty hogi tab

ms = cs

cs = new

∴ move to next line



Now level 2 (left to right)

children of nodes of level 2 will be added to cs in

right to left order.

∴ 40 removed + printed (no child)

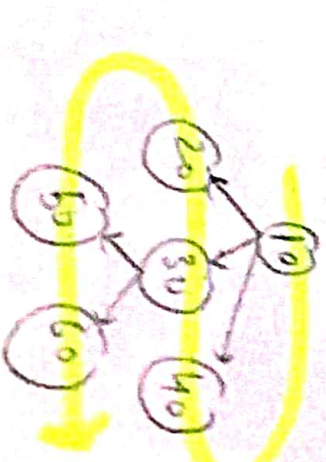
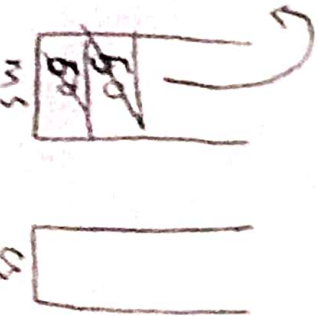
∴ 30 removed + printed (child's are added to cs)

∴ 20 removed + printed (no child)

∴ ms = empty

cs = new

Even next line



∴ New level 3

(left to right)

children of nodes of level 3 will be added

to cs in left to right

order

∴ 50 removed + printed

(no child)

∴ 60 removed + printed

(no child)

END