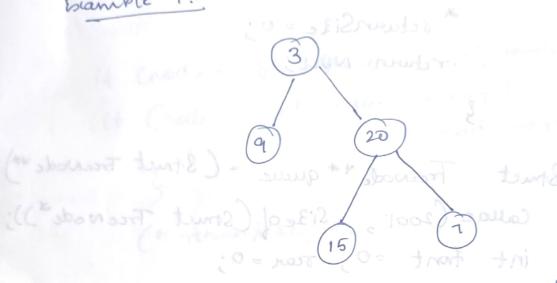
09 LMay 124

Jam & bours 2 nobrobys to spil

Binary Free level order Traversal. of its node's values.

Example 1:



* (octomos) 30 - 0;

Intel: 100t = [3, 9, 20, null, null, outfut: [[3], [9,20], [5,7]] 81.300 (Cut. 3)

Sample 2: root = [1] 2 mm)

output: [[I]]

Chamble 3:

Input: root = []

[selen Column Sizes) [" return Sizes]

output: - [] - []

```
int * levelorder (Street Treewode * root,
    Int return Size nt ** return Size
        Int * * return Column Size ) &
        if (Iroot) L
         * return Size = 0.
        roturn NULL;
 Street Freewoode ** queue = ( Street Freewoode **)
   Calloc (2001, Size of (Smut Tree Node ));
   int front =0, rear =0;
 queue (roontt]: noot;
int ** rout = (int * +) Calloc (2001,
              Si'3cof (int*))",
* return Columnsize > Cint * ) Collo C (2001,
                     Size of (int))
  * octurn Size = 0;
  While (Bont < room) [
      Intlevel Size = rear - front;
     ( * return Calum Sizes) [ * return Size]
                   = level Size;
   recult (* return Size ]= (int*) colloc
```

```
(IvelSize, Size of (int));
  for lint i = 0; i < levelSize; i++) {
   Street TreeNode* node = queue [font++]
   result [* return Size ][i] = node -) val;
  it (node -) left) queue [ront+]=node-)left;
    it (node - right) queue [rosn++]=
                              rode -> right:
Street Trunde * inorder travinal Court Translet and
  ( C+ retwor $13e) ++;
            nue, 7, 1 (took) ti
 free (queue);
 inhut:

root = [3, 9, 20, mul, nul, 15, 7]
  output: [[3], [9,20], [15, 7]]
   Cole: 3: Input: root = [I]
  Cose 3: Input : root = []
        Jon worthy: My E J tune
```