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```
#include <iostream>
using namespace std;

struct Node
{
int key;
Node *left,*right; bool isThreaded;
};

Node *createThreaded(Node *root)
{
if(root==NULL)
   return NULL;
if (root->left==NULL && root->right==NULL)
   return root;
if (root->left != NULL)
{
   Node* l= createThreaded(root->left);
   l->right=root;
   l->isThreaded=true;
}
if (root->right==NULL)
   return root;
return createThreaded(root->right);
}

Node *leftMost(Node *root)
{
while (root != NULL && root->left != NULL)
   root = root->left;
return root;

}
void inOrder(Node *root)
{
   if(root == NULL) return;
   Node *cur = leftMost(root);

   while(cur != NULL)
   {
```

```
        cout << cur->key<<" ";


        if(cur->isThreaded)
        cur=cur->right;

        else
           cur=leftMost(cur->right);

    }
}



Node *newNode(int key)
{
    Node *temp=new Node;
    temp->left=temp->right=NULL;
    temp->key=key; return temp;
}
int main()
{
    Node *root = newNode(4);
    root->left = newNode(1);
    root->right = newNode(3);
    root->left->left= newNode(2);
    root->left->right= newNode(6);
    root->right->left = newNode(5);
    root->right->right = newNode(7);

createThreaded(root);
cout<<"Inorder traversal of created Threaded tree is:\n ";

inOrder(root);
return 0;
}
```

Output:

Inorder traversal of created Threaded tree is:

2 1 6 4 5 3 7