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Increasing Order Search Tree.

```
void inorder (struct TreeNode *root, struct TreeNo
                    * nodes[], int * i)
{
    if (root != NULL)
   {
      inorder (root->left, nodes, i);
      nodes[ ((*i++)] = root;
      inorder (root->right, nodes, i);
   }
}
struct TreeNode * increasingBST (struct TreeNode* root){
    int i = 0;
    struct TreeNode* nodes[100];
    inorder (root, nodes, &i);
   for (int j = 0; j< i-1; j++)
   {
      nodes[j]->left = NULL;
      nodes [j]->right = nodes[j+1];
   }
   nodes[i-1]->left = NULL;
   nodes [i-1]->right = NULL;
   return nodes[0];
}.
```

Test case.

Case 1

Input

root =

[5, 3, 6, 2, 4, null, 8, 1, null, null, null, 7, 9]

output

[1, null, 2, null, 3, null, 4, null, 5, null, 6, null, 7, null, 8, null, 9]

Case 2
root-
[5, 1, 7]
output: [1, null, 5, null, 7]

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