```
Increasing order spearch tree gearch tree, rearrange the tree in
  in-order to that the legtmost node in the tree is now the root of
the tree, & every mode has no left child & only one righ child
 -> void inordes (struct True Node + swot, struct True Node & shoul,
                     struct PourNode + + tail) 3
            ig ( scoot == NUL) sectures;
             invides (swot - left, head, tail);
             y ( head == NULL) ?
                   * head = 9cost;
            3 else &
              (** fail) - seight = root;
             * tail = root;
              Scoot ->left = NULL;
             inordes (Proot sright, head, toil);
     eskuet TreeNode * increasing BST (eskuet TreeNode * root)?

skuet TreeNode *head = NULL, * fail = NULL;
            inorder (scot, school, & tail);
            Deturn hand;
olp :-
Case 1:
    sucot=[5,3,6,2,4, null, 8,1, null, null, null, 7,9]
    [1, null, 2, null, 3, null, 4, null, 5, null, 6, null, 7, null, 8 null, 97
   outfut:
Case 2
   quot = [5,1,7]
  outfut:
  [1, null, 5, mill, 7]
```

(C = 1)

7 - 100

fj