

16-5-24

Lab-3

Leetcode - 897

Increasing order Search Tree

```
void inorder (struct TreeNode* root, struct TreeNode** ptr, struct TreeNode** ptr1)
{
    if (root == NULL) return;
    inorder (root->left, ptr, ptr1);
    if (*ptr1 == NULL)
        *ptr1 = root;
    else
        (*ptr1)->right = root;
    *ptr1 = root;
    root->left = NULL;
    inorder (root->right, ptr, ptr1);
}
```

```
struct TreeNode* increasingBST (struct TreeNode* root) {
    struct TreeNode* ptr = NULL;
    struct TreeNode* ptr1 = NULL;
    inorder (root, &ptr, &ptr1);
    return ptr;
}
```

Output:

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

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

② root = [5, 1, 7]

output = [1, null, 5, null, 7]