```
29-2-24
         Hackereark
          - Swap Node [Algo]
         #include <etdis. h>
         # include < stdlib.h)
         etreut Node {
            it id;
            int depth;
            stemt node *left, * right;
        3:
        void inorder (strut rode * tree) ?
            if (tree == NULL)
               seturn;
            horder (tree - left);
            printf ("/d", tree - id);
            inorder ((tree - right));
        int main (noid)
             int num i = 0;
             int I a max depth K:
             strut prode * temp = NULL;
             searly ("/d", knum);
             etent rode * tree = (stent role *) callor (new sines) (stution
             tree [0] depth = 1;
             while (i< num) {
                 tsee [i].id = i+1;
                 Scorf ( "/d //d", &l &2);
                 if ( ) == -1)
                     tree [i] left = NULL:
                 else f
                    tree[i] left = 2 tree[1-7]
                    mon_depth = tree [i]. left > depth;
```

```
if ( == -1)
            tree [i] right = NOLL:
           troo [i] right = Etree [2-1]
          free (i). right = & depth = tree(i) depth + 1;
mose depth = tree[i] right - depth + 2;
     1++ >
searf (" "/d", &i);
   manf ("/d", 41):
     とこし;
    while ( l < = max -depth ) {
           for (K=0; K< num; ++K)
               :f(tree[x].depth == l)
                    temp = tree [K].left;
tree [K]. left = tree [K]. right;
                   tree [x] eight = temp;
        l=l+r;
  inorder (tree);
```

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Output:	
	output:
Input:	3 1 2
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