16/05/24.

LAB-03:-

Increasing Order Search Tree

```
struct TreeNode * inorder_traversal(struct TreeNode *root,
    struct TreeNode ** new_root)
{
    if (root)
    {
        root->left = inorder_traversal(root->left, new_root);
        printf("parent_root: %p", *new_root);
        return NULL;
    }
    return NULL;
}
struct TreeNode * increasingBST(struct TreeNode *root)
{
    struct TreeNode* new_root=(struct TreeNode*)malloc
        (sizeof(struct TreeNode));
    new_root->value=INT_MIN;
    new_root->left = NULL;
    new_root->right = NULL;

    struct TreeNode * ptr = new_root;
    struct TreeNode* return_root = new_root;

    inorder_traversal(root, &ptr);
    return return_root->right;
}
```

Outputs:-

case 1:

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]

16/5/24