package com.GL.Fsd.Project.MNC.Q2;

public class Data\_Transactions {

public static node node;

static node prevNode = null;

static node headNode = null;

static void flattenBTToSkewed(node root, int order) {

if (root == null) {

return;

}

if (order > 0) {

flattenBTToSkewed(root.right, order);

} else {

flattenBTToSkewed(root.left, order);

}

node rightNode = root.right;

node leftNode = root.left;

if (headNode == null) {

headNode = root;

root.left = null;

prevNode = root;

} else {

prevNode.right = root;

root.left = null;

prevNode = root;

}

if (order > 0) {

flattenBTToSkewed(leftNode, order);

} else {

flattenBTToSkewed(rightNode, order);

}

}

static void traverseRightSkewed(node root) {

if (root == null) {

return;

}

System.out.print(root.val + " ");

traverseRightSkewed(root.right);

}

// Driver Code

public static void main(String[] args) {

Data\_Transactions.node = new node(50);

Data\_Transactions.node.left = new node(30);

Data\_Transactions.node.right = new node(60);

Data\_Transactions.node.left.left = new node(10);

Data\_Transactions.node.right.left = new node(55);

System.out.print("Skewed Tree is -> ");

int order = 0;

flattenBTToSkewed(node, order);

traverseRightSkewed(headNode);

}

}