

16/05/24

dectnode - Increasing Order Search Tree

```
void inorder(struct Treenode * root, struct Treenode * head,
struct Treenode * tail) {
    if (root == NULL) return;
    inorder(root->left, head, tail);
    if (*head == NULL) {
        *head = root;
    }
    else {
        (*tail)->right = root;
        *tail = root;
        root->left = NULL;
        inorder(root->right, head, tail);
    }
}
struct Treenode * increasingBST(struct Treenode * root)
{
    struct Treenode * head = NULL, * tail = NULL;
    inorder(root, &head, &tail);
    return head;
}
```

Output:-

Case 1

Input

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]

Case 2

Input

root = [5, 1, 7]

Output

[1, null, 5, null, 7]