## **Hackerrank-Swapping of trees**

```
#include <stdio.h>
#include <stdlib.h>
struct node
  int id;
  int depth;
  struct node *left, *right;
};
void
inorder(struct node* tree)
  if(tree == NULL)
     return;
  inorder(tree->left);
  printf("%d ",tree->id);
  inorder((tree->right));
}
int
main(void)
  int no_of_nodes, i = 0;
  int l,r, max_depth,k;
  struct node* temp = NULL;
  scanf("%d",&no of nodes);
  struct node* tree = (struct node *) calloc(no_of_nodes , sizeof(struct node));
  tree[0].depth = 1;
  while(i < no of nodes)
```

```
tree[i].id = i+1;
  scanf("%d %d",&I,&r);
  if(l == -1)
     tree[i].left = NULL;
   else
      {
         tree[i].left = &tree[l-1];
         tree[i].left->depth = tree[i].depth + 1;
         max_depth = tree[i].left->depth;
      }
   if(r == -1)
     tree[i].right = NULL;
   else
      {
         tree[i].right = &tree[r-1];
         tree[i].right->depth = tree[i].depth + 1;
         max_depth = tree[i].right->depth+2;
      }
j++;
}
scanf("%d", &i);
while(i--)
  scanf("%d",&I);
   r = I;
  while(I <= max_depth)</pre>
  {
     for(k = 0; k < no of nodes; ++k)
     {
        if(tree[k].depth == I)
           temp = tree[k].left;
           tree[k].left = tree[k].right;
```

}



