.vscode\DSA_College\almost_complete_binary_tree.cpp

```cpp
#include<iostream>
#include<queue>
using namespace std ;

class node{
    public :
    int data ;
    node* left ;
    node* right ;

    // constructor
    node(int d)
    {
        data = d ;
        left = NULL ;
        right = NULL ;
    }
};

void insert(node* &root, int data)
{
    node* newNode = new node(data) ;
    if(root == NULL)
    {
        root = newNode ;
        return ;
    }

    queue<node*> q ;
    q.push(root) ;

    while(!q.empty())
    {
        node* temp = q.front() ;
        q.pop() ;

        if(temp->left == NULL)
        {
            temp->left = newNode ;
            break ;
        }
        else{
            q.push(temp->left) ;
        }

        if(temp->right == NULL)
        {
            temp->right = newNode ;
            break ;
        }
        else{
```

```
            q.push(temp->right) ;
        }
    }
}

void levelOrderTraversal(node* root)
{
    if(root == NULL)
    return ;

    queue<node*> q ;
    q.push(root) ;

    while(!q.empty())
    {
        node* temp = q.front() ;
        q.pop() ;

        cout<<temp->data<<" " ;

        if(temp->left)
        {
            q.push(temp->left) ;
        }
        if(temp->right)
        {
            q.push(temp->right) ;
        }
    }
    cout<<endl ;
}

int main()
{
    node* root = NULL;

    // Inserting nodes to form an almost complete binary tree
    insert(root, 1);
    insert(root, 2);
    insert(root, 3);
    insert(root, 4);
    insert(root, 5);
    insert(root, 6);

    cout << "Level-order traversal of the tree: ";
    levelOrderTraversal(root);

    return 0;
}
```