/\*\*

\* Definition for a binary tree node.

\* struct TreeNode {

\* int val;

\* TreeNode \*left;

\* TreeNode \*right;

\* TreeNode(int x) : val(x), left(NULL), right(NULL) {}

\* };

\*/

class Solution {

vector<int> v;

void helper(TreeNode \*root){

if(root==NULL)

return;

helper(root->left);

v.push\_back(root->val);

helper(root->right);

}

public:

vector<int> inorderTraversal(TreeNode\* root) {

helper(root);

return v;

}

};