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\* 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 {

public:

vector<vector<int>> levelOrder(TreeNode\* root)

{

if(root == NULL) return {};

queue<TreeNode\*> q;

vector<vector<int>> a;

q.push(root);

int n;

while(!q.empty()){

TreeNode \* t;

vector<int> temp;

n = q.size();

for(int i=0;i<n;i++){

t = q.front();

q.pop();

temp.push\_back(t->val);

if(t->left) q.push(t->left);

if(t->right) q.push(t->right);

}

a.push\_back(temp);

}

return a;

}

};