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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<int> v;

void preorder(TreeNode \*root){

if(root==NULL){

return;

}

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

preorder(root->left);

preorder(root->right);

}

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

preorder(root);

return v;

}

};