C2-19-197188

```
#include<iostream>
using namespace std;
typedef struct btnode * btptr;
#define null NULL
struct btnode{
    btptr lc=null,rc=null;
    char data;
    int at=0, dt=0;
};
void insert(btptr &t,char k)
    if(t==null){
        t=new(btnode);
        t->data=k;
        t->rc=t->lc=null;
    char x;
    cin>>x;
    if(x!='.')insert(t->lc,x);
    cin>>x;
    if(x!='.')insert(t->rc,x);
}
struct queue{
    int size=100, f=-1, r=-1;
    btptr elements[100];
    void enq(btptr t)
        if((r+1)%size==f)return;
        else{
            if (f==-1) f=r=0;
            else r=(r+1)%size;
            elements[r]=t;
    btptr deq()
        if(f==-1)return null;
        else{
            btptr t;
            t=elements[f];
            if (f==r) f=r=-1;
            else f=(f+1)%size;
            return t;
    }
};
int length(struct queue q)
    int x=0;
    while (q. f \ge 0)  {
```

```
x++;
        q.deq();
    return x;
void printq(struct queue q)
    while (q.f>=0) cout<<q.deq() ->data<<" ";</pre>
    cout << endl;
}
void busy(btptr t,struct queue q,int n)
    if(t==null)return;
    if(t->lc==null && t->rc ==null) {
        q.enq(t);
        if (length(q) ==n) printq(q);
        return;
    q.enq(t);
    busy(t->lc,q,n);
    busy(t->rc,q,n);
void time(btptr &t)
    static int curtime=0;
    if(t==null)return;
    t->at=curtime++;
    time(t->lc);
    time(t->rc);
    t->dt=curtime++;
}
int max(int a,int b)
    return (a>b)?a:b;
int platforms(btptr t)
{
    if(!t)return 0;
    if(!t->lc && !t->rc)return 1;
    return 1 + max(platforms(t->lc), platforms(t->rc));
}
void stay(btptr t,int x)
    if(!t)return;
    if (t->dt-t->at==x) cout<<t->data<<"";
    stay(t->lc,x);
    stay(t->rc,x);
}
int main()
    btptr t=null;
    char x;
    cin>>x;
```

```
insert(t,x);
int hrs;cin>>hrs;
time(t);
cout<<platforms(t)<<endl;
stay(t,hrs);cout<<endl;
struct queue q;
busy(t,q,platforms(t));
return 0;
}
// ABCDE...F..G..HIJ...K.L.. 3</pre>
```

INPUT:

ABCDE...F..G..HIJ...K.L.. 3

OUTPUT: