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#include <iostream>

using namespace std;

// Data structure to store a binary tree node
struct Node
{
    int data;
    Node *left, *right;

    Node(int data)
    {
        this->data = data;
        this->left = this->right = nullptr;
    }
};

// Recursive function to perform inorder traversal on the tree
void inorder(Node* root)
{
    // return if the current node is empty
    if (root == nullptr) {
        return;
    }

    // Traverse the left subtree
    inorder(root->left);

    // Display the data part of the root (or current node)
    cout << root->data << " ";

    // Traverse the right subtree

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        inorder(root->right);
    }

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int main()

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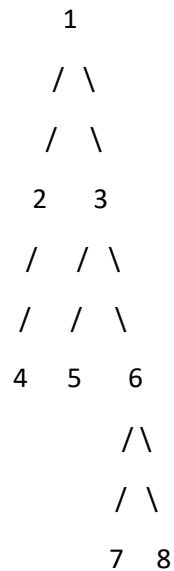
{

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    /* Construct the following tree

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    */

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    Node* root = new Node(1);
    root->left = new Node(2);
    root->right = new Node(3);
    root->left->left = new Node(4);
    root->right->left = new Node(5);
    root->right->right = new Node(6);
    root->right->left->left = new Node(7);
    root->right->left->right = new Node(8);

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    inorder(root);

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    return 0;

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}

```

OUTPUT:

4 2 1 7 5 8 3 6