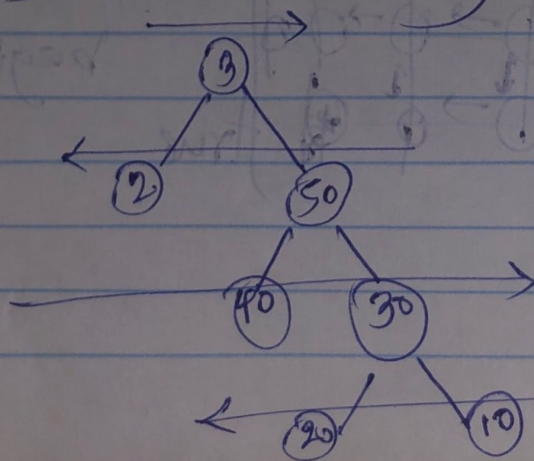


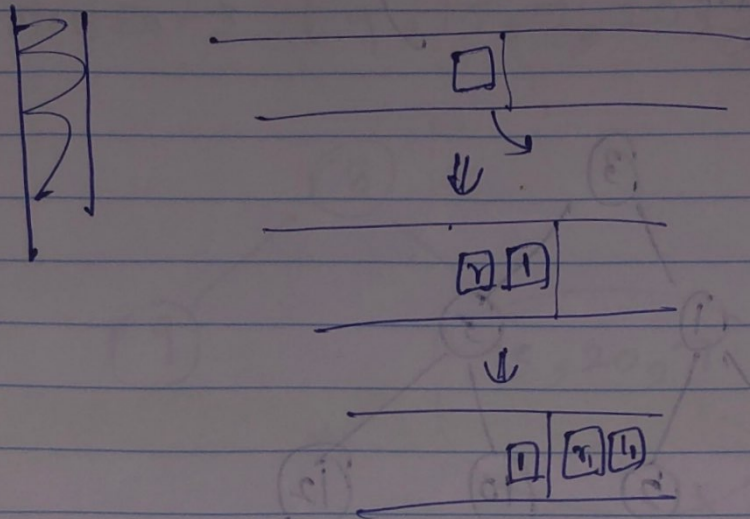
* Binary Tree Zigzag Level Order Traversal



Atlas

(1) Can use 2 stacks each for each direction
 add left \rightarrow right in one.
 add right \rightarrow left in other.

(2) using a linked List



~~we add~~ in each iteration decide to add
 to ~~at the~~ beginning / end of the linked List.

(3) Level order & then shift in even levels

(4) Level order & then while adding
 to the relevant position (beginning
 & or end)