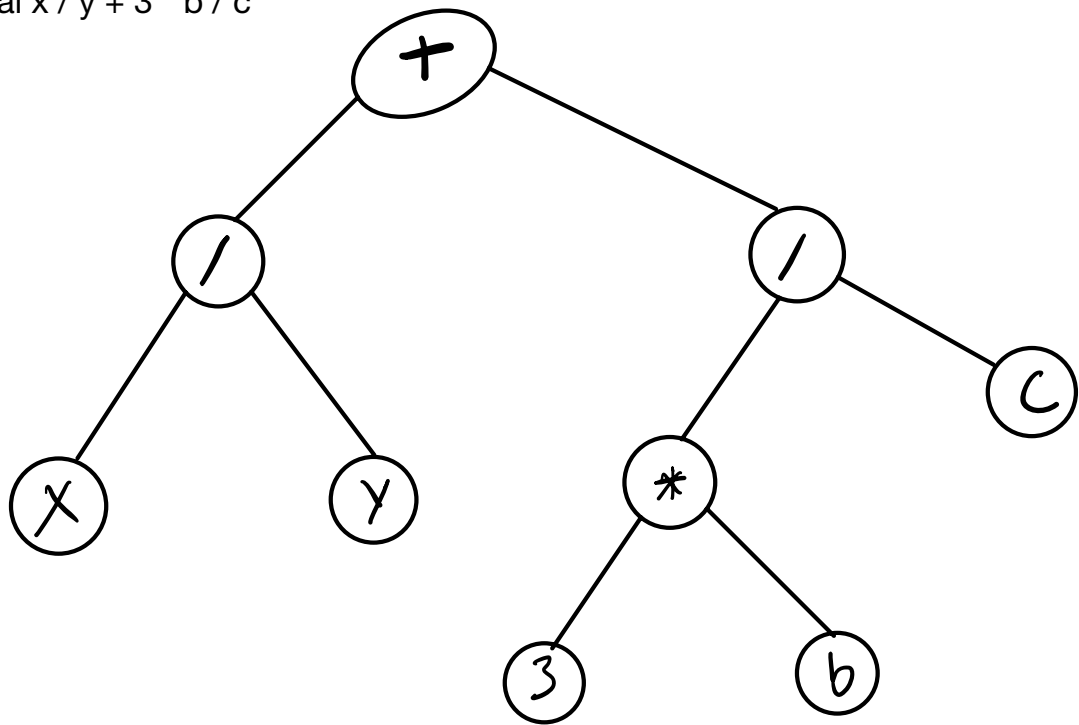
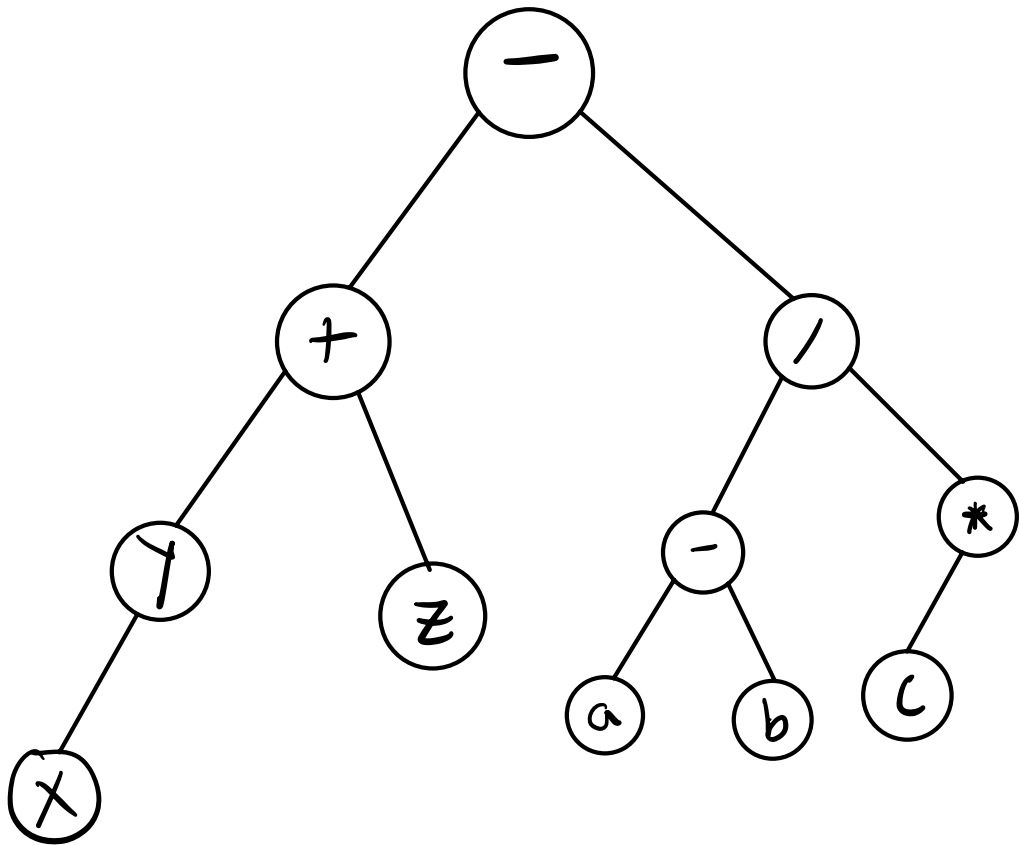


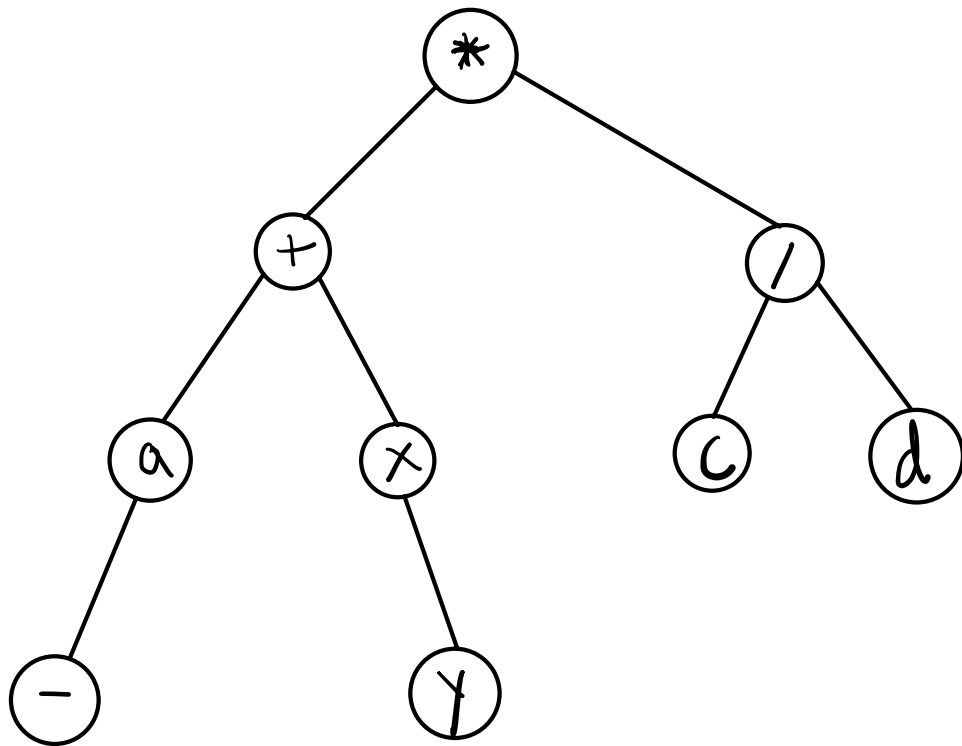
Inorder traversal $x / y + 3 * b / c$



Postorder traversal $x y z + a b - c * / -$



Preorder traversal * + a - x y / c d



Q2 Tree

