```
class Node {
    constructor(val) {
     this.val = val;
     this.left = null;
     this.right = null;
 const a = new Node("a");
 const b = new Node("b");
 const c = new Node("c");
  const d = new Node("d");
  const e = new Node("e");
  const f = new Node("f");
 a.left = b;
 a.right = c;
 b.left = d;
 b.right = e;
  c.right = f;
  const one = new Node(1);
  const two = new Node(2);
  const three = new Node(3);
 const four = new Node(4);
 const five = new Node(5);
 const six = new Node(6);
 const seven = new Node(7);
  const eight = new Node(8);
 one.left = two;
 one.right = three;
 two.right = five;
  two.left = four;
  three.right = seven;
 three.left = six;
  four.right = eight;
function rightView(root){
  if (!root) return [];
 let result = [];
 let queue = [root];
 while(queue.length>0){
    let levelSize = queue.length
    for(let i = 0; i<levelSize; i++){</pre>
      let currentNode = queue.shift();
      if(i===levelSize -1){
        result.push(currentNode.val)
      if(currentNode.left) queue.push(currentNode.left)
```

```
if(currentNode.right) queue.push(currentNode.right)
}
return result
}
console.log(rightView(a))
console.log(rightView(one))
```