```
#include<stdlib.h>
#include<stdio.h>
#include<iostream>
#include<stack>

using namespace std;

struct BinaryNode
{
    struct BinaryNode *left;
    struct BinaryNode *right;
    int data;
};

stack <BinaryNode *> s;


struct BinaryNode * createBinaryNode(int data)
{
    struct BinaryNode * B= (struct BinaryNode *)malloc(sizeof(struct BinaryNode));
    B->left=NULL;
    B->right=NULL;
    B->data=data;
    return B;
}

void postOrder(struct BinaryNode *root)
{
    if(root==NULL)
        return;
    while(1)
    {
        while(root)
        {
            s.push(root);
            root=root->left;
        }

        root=s.top();
        s.pop();
        if(root->right==NULL)
        {
            printf("%2d\t",root->data);
            while(!s.empty())
            {
                if(s.top()->right==root)
                {
                    printf("%2d\t",s.top()->data);
                    root=s.top();
                    s.pop();
                }
                else
                    break;
            }

            root=NULL;
        }
        else
        {
            s.push(root);
            root=root->right;
        }
        if(s.empty())
            break;
    }
}
```

```c
int main()
{
    struct BinaryNode * root=createBinaryNode(10);
    root->left=createBinaryNode(20);
    root->right=createBinaryNode(30);
    root->left->left=createBinaryNode(40);
    root->left->right=createBinaryNode(50);
    root->right->left=createBinaryNode(60);
    root->right->right=createBinaryNode(70);
    root->right->right->right=createBinaryNode(90);
    root->right->right->left=createBinaryNode(80);

    postOrder(root);

}
```