```
#include<stdio.h>
#include<stdlib.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 inOrder(struct BinaryNode *root)
{
    if (root==NULL)
        return;
    while(1)
    {
        while(root)
        {
            s.push(root);
            root=root->left;
        }

        if(s.empty())
            break;

        struct BinaryNode *a=s.top();
        printf("%2d\t",a->data);
        s.pop();
        root=a->right;
    }
}
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);

    inOrder(root);

}
```