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

using namespace std;

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

};

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

queue<BinaryNode *> q;

void levelOrderTraversal(struct BinaryNode *root)
{
    if(root==NULL)
        return;
    else
        q.push(root);

    while(!q.empty())
    {
        struct BinaryNode *temp=q.front();
        printf("%2d\t",temp->data);
        q.pop();
        if(temp->left)
            q.push(temp->left);
        if(temp->right)
            q.push(temp->right);
    }

}

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

    levelOrderTraversal(root);
}
```