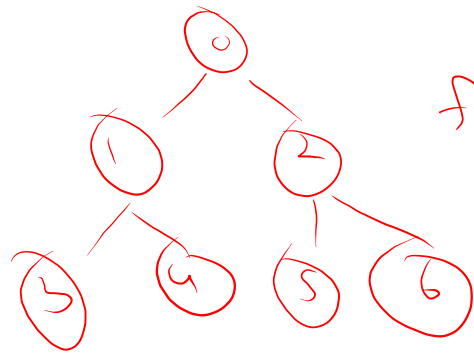


List of depths \rightarrow Create a list of nodes at each depth, if depth is d then there should be d no. of lists



\rightarrow 3 lists should be there
[0], [1, 2], [3, 4, 5, 6]

or
linked list

Take two queues \rightarrow q1 is just like level order traversal

q1 \rightarrow add (root)

while (q1 is not empty) {

remove from q1

add to q2 and linked a new Linked List.

then

q1 = q2;

q2 = new LinkedList();

}