# Definition for a binary tree node.

# class TreeNode(object):

# def \_\_init\_\_(self, val=0, left=None, right=None):

# self.val = val

# self.left = left

# self.right = right

class Solution(object):

def levelOrderBottom(self, root):

"""

:type root: TreeNode

:rtype: List[List[int]]

"""

if not root:

return []

ans, level = [],[root]

while level:

ans.append([node.val for node in level])

tmp = []

for node in level:

tmp.extend([node.left, node.right])

print(tmp)

level = [leaf for leaf in tmp if leaf]

return ans[::-1]