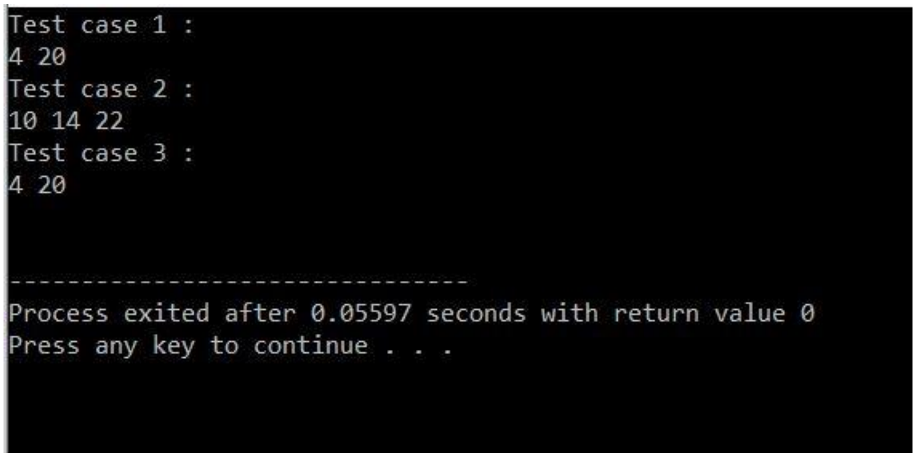
Code :

```
#include <bits/stdc++.h>
using namespace std;

struct node
{
    int data;
    struct node *left, *right;
};

void printkdistanceNodeDown(node *root, int k)
{
    if (root == NULL || k < 0)  return;

    if (k==0)
    {
        cout << root->data << " ";
        return;
    }
    printkdistanceNodeDown(root->left, k-1);
    printkdistanceNodeDown(root->right, k-1);
}



int printkdistanceNode(node* root, node* target , int k)
{
    if (root == NULL) return -1;

    if (root == target)
    {
        printkdistanceNodeDown(root, k);
        return 0;
    }
    int dl = printkdistanceNode(root->left, target, k);
    if (dl != -1)
    {
        if (dl + 1 == k)
            cout << root->data << endl;
        else
            printkdistanceNodeDown(root->right, k-dl-2);
        return 1 + dl;
    }

    int dr = printkdistanceNode(root->right, target, k);
    if (dr != -1)
    {
        if (dr + 1 == k)
            cout << root->data << endl;
        else
            printkdistanceNodeDown(root->left, k-dr-2);
        return 1 + dr;
    }

    return -1;
}

node *newnode(int data) {
    node *temp = new node;
    temp->data = data;

    temp->left = temp->right = NULL;

    return temp;

}


int main()

{

    node * root = newnode(20);

    root->left = newnode(8);

    root->right = newnode(22);

    root->left->left = newnode(4);

    root->left->right = newnode(12);

    root->left->right->left = newnode(10);

    root->left->right->right = newnode(14);

    node * target1 = root->left->right;

    node * target2 = root->left;

    node * target3 = root->left->right->right;

    int k1 = 2, k2=2, k3 = 3;

    cout<<"Test case 1 :\n";

    printkdistanceNode(root, target1, k1);

    cout<<"Test case 2 :\n";

    printkdistanceNode(root, target2, k2);

    cout<<endl;

    cout<<"Test case 3 :\n";

    printkdistanceNode(root, target3, k3);

    cout<<endl;

    return 0;

}
```

Output :



```
Test case 1 :
4 20
Test case 2 :
10 14 22
Test case 3 :
4 20



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Process exited after 0.05597 seconds with return value 0
Press any key to continue . . .
```