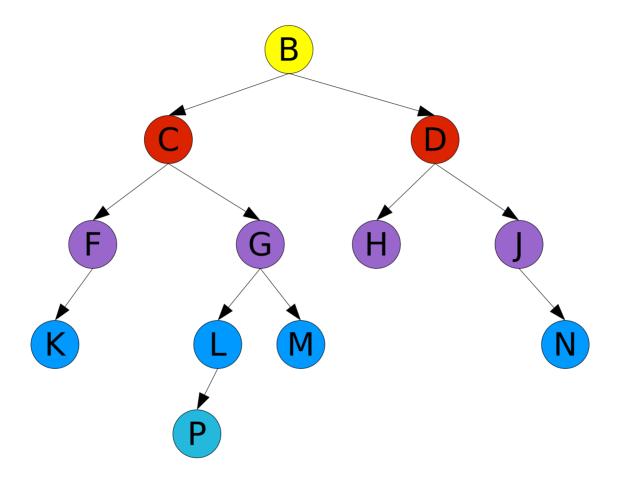
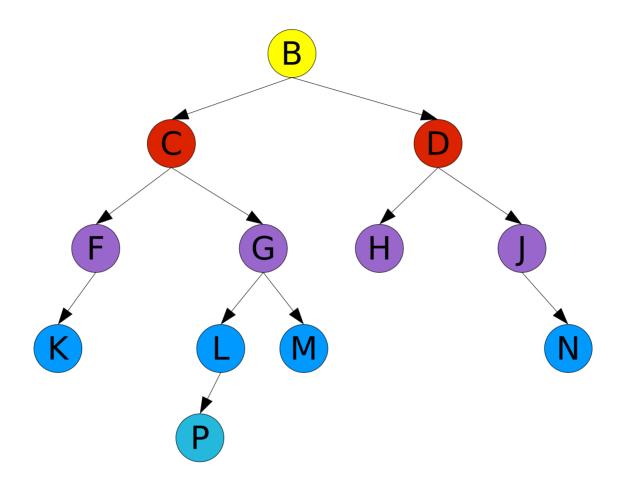
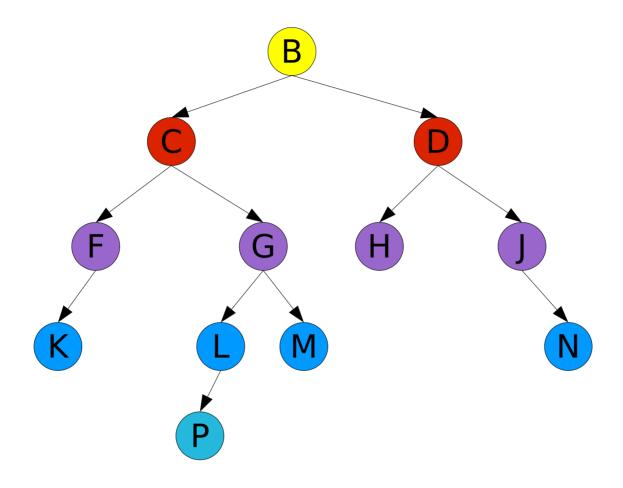
Levelorder traversal of a binary tree

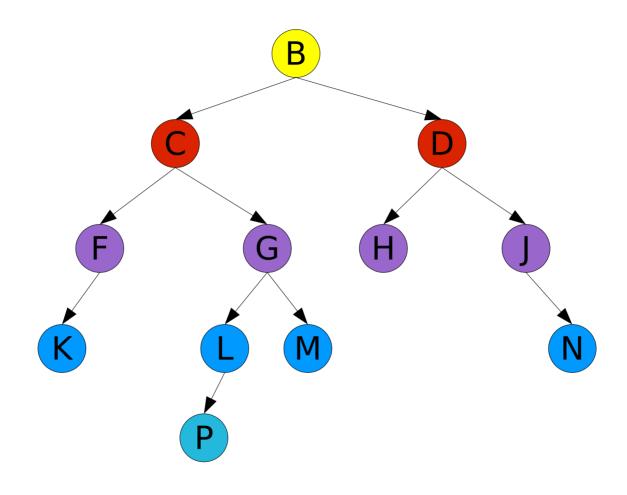




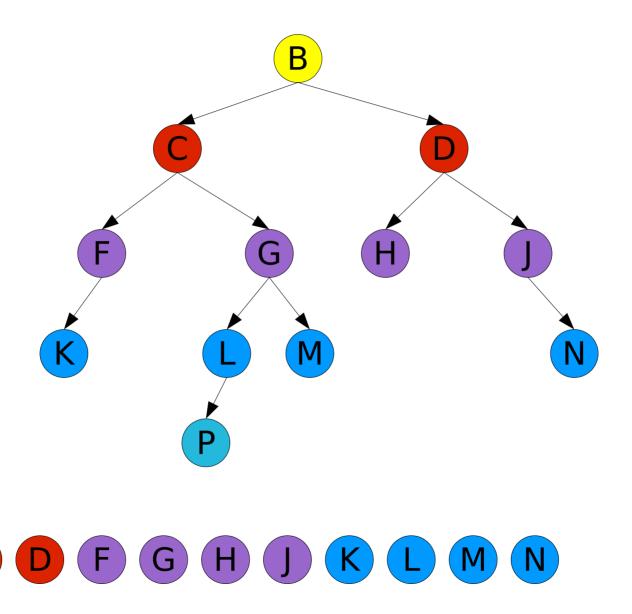


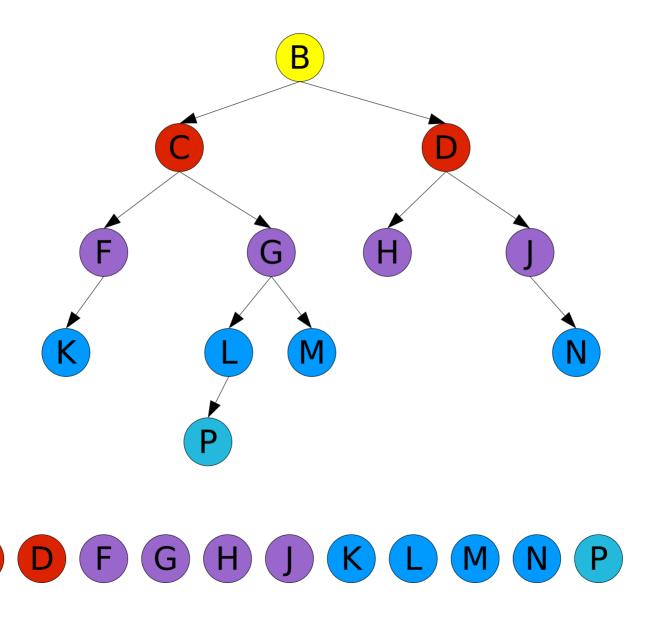








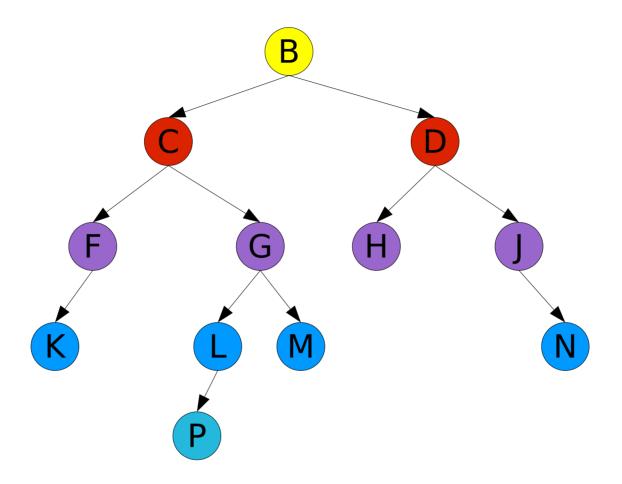


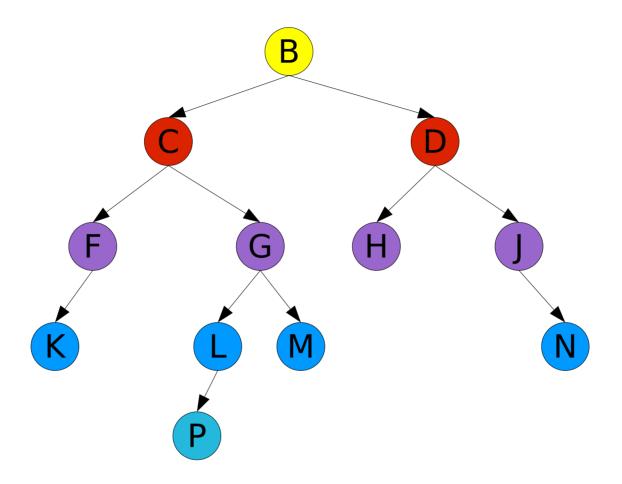


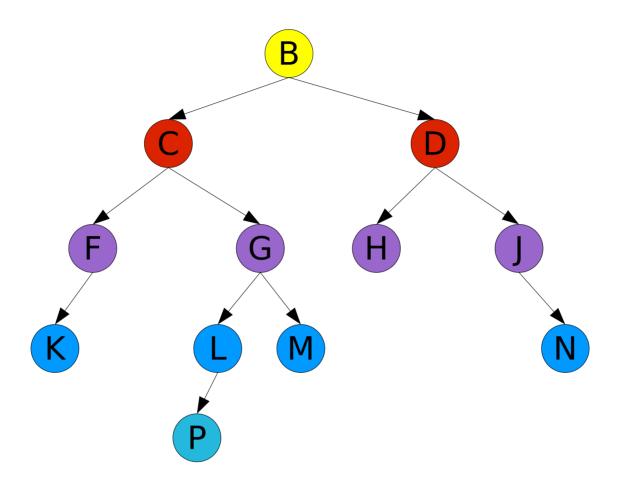
Recursive level order traversal

```
For d = 1 to height of tree
    levelorder(root node of tree, d)

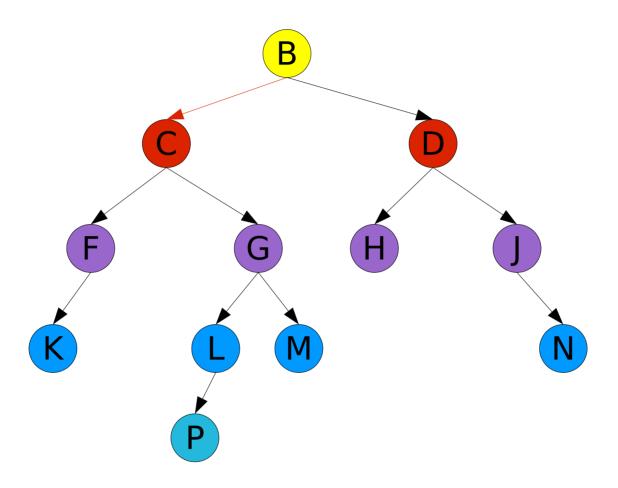
levelorder(node, level)
  if node is NULL then return
  if level is 1 then
    do something with node
  else if level greater than 1 then
    levelorder(leftChild of node, level-1)
    levelorder(rightChild of node, level-1)
```





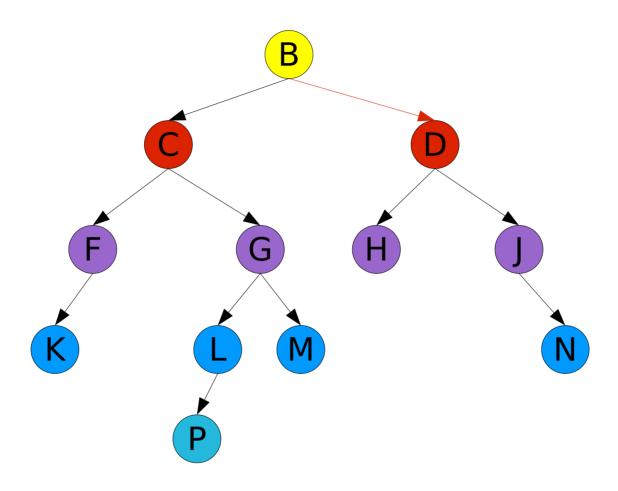




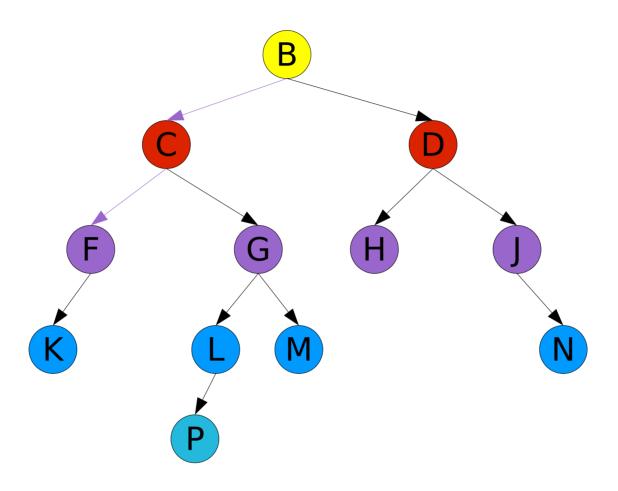




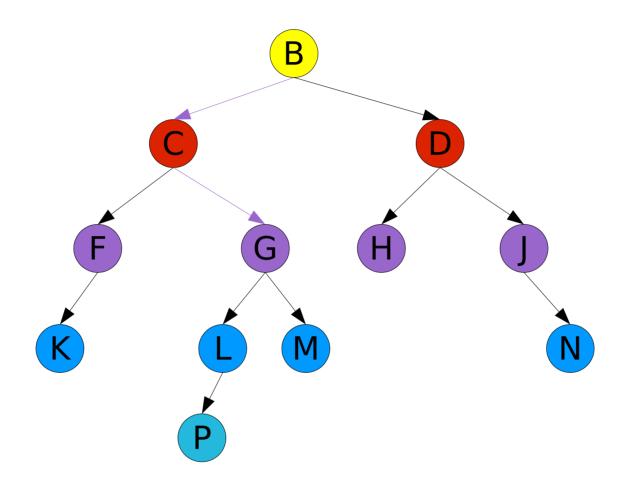




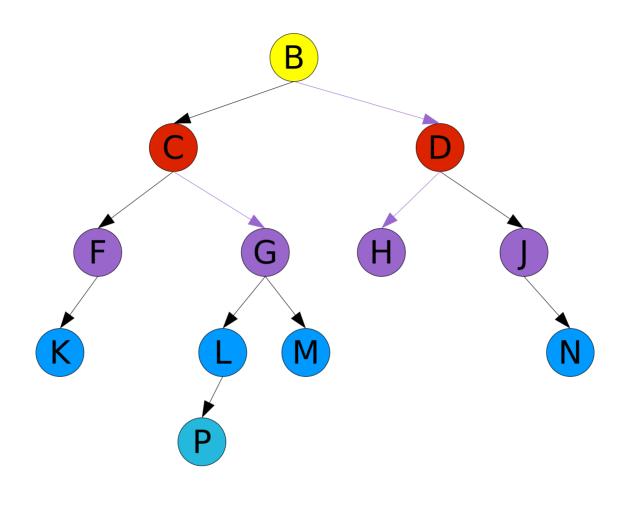




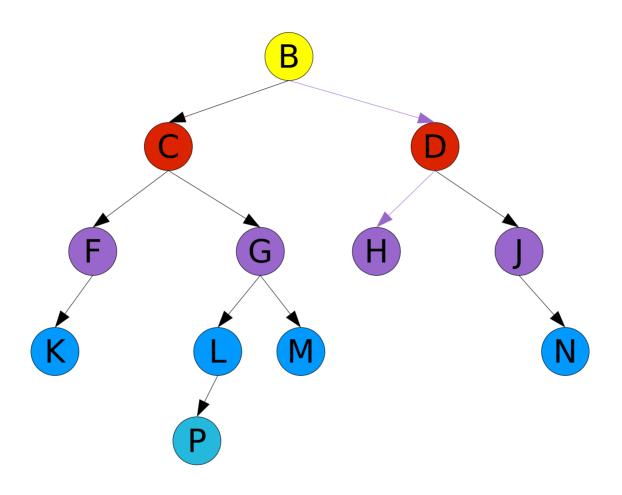




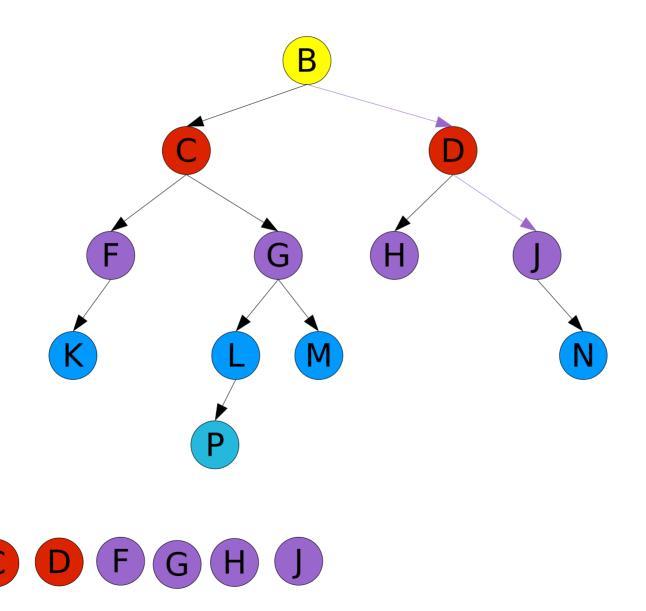


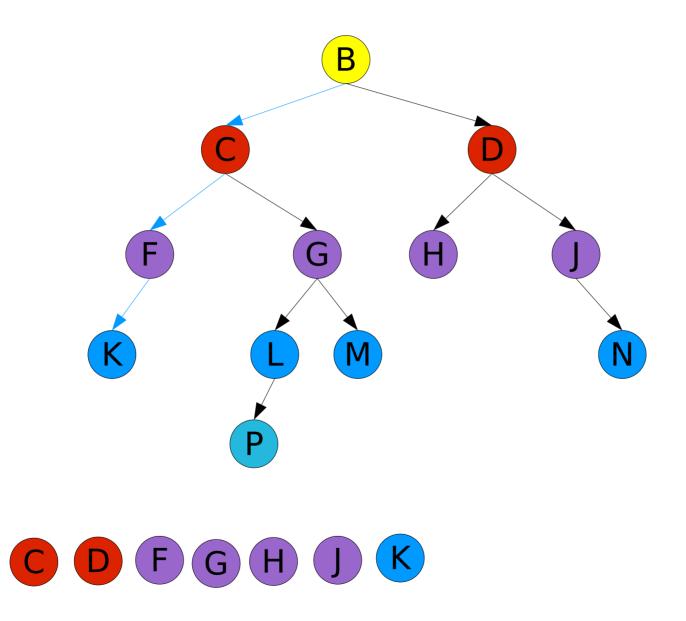


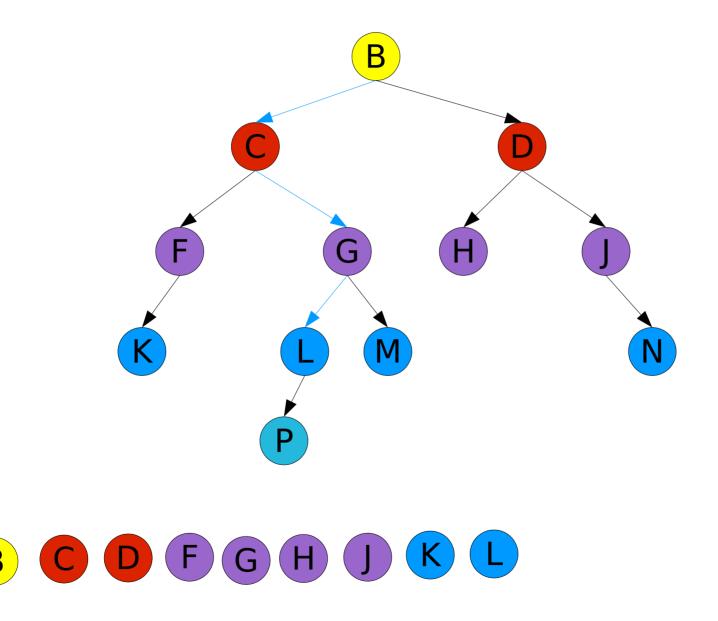


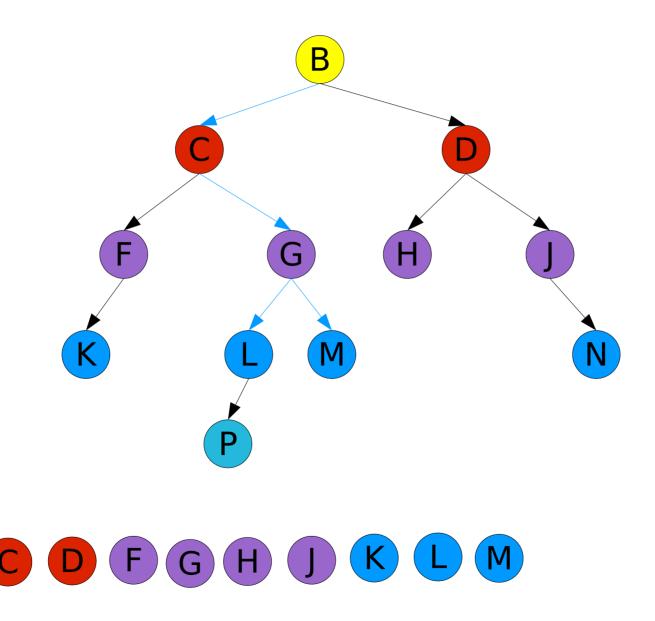


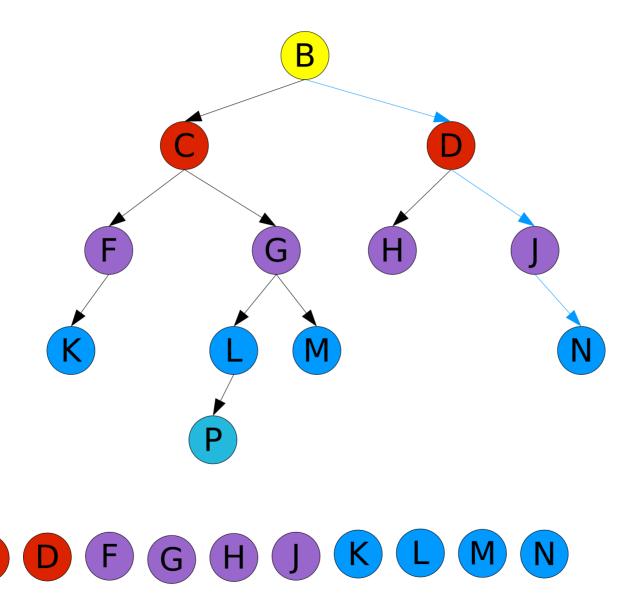


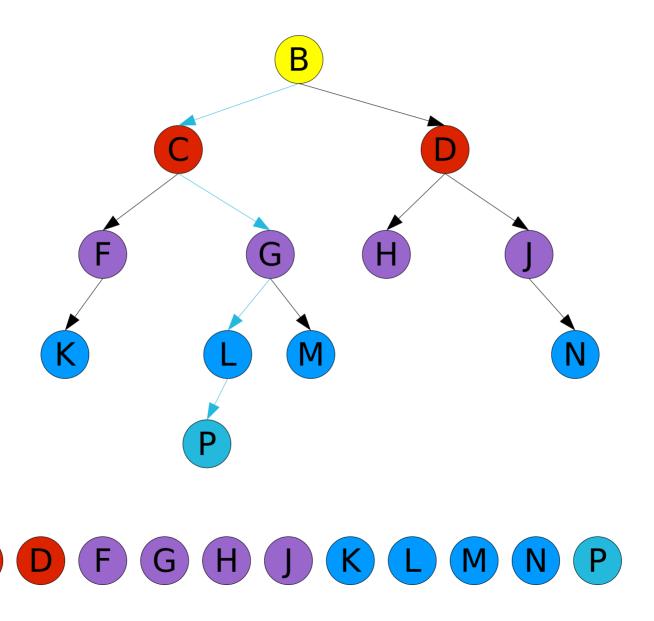


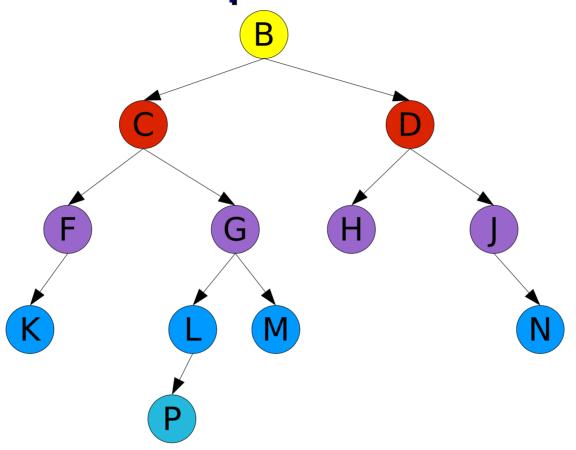












Create queue aQueue Add root node to aQueue

While aQueue is not empty

Get node from queue into aNode

Do something with aNode

If exists add left child of aNode to aQueue

If exists add right child of aNode to aQueue

