```swift
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class Program {
    class BinaryTree {
        var value: Int
        var left: BinaryTree?
        var right: BinaryTree?

        init(value: Int) {
            self.value = value
            left = nil
            right = nil
        }
    }

    // O(n) time | O(n) space - where n is the number of nodes
    // in the Binary Tree
    func flattenBinaryTree(root: BinaryTree) -> BinaryTree {
        var inOrderNodes = [BinaryTree]()
        getNodesInOrder(root: root, array: &inOrderNodes)
        for i in 0 ..< inOrderNodes.count - 1 {
            var leftNode = inOrderNodes[i]
            var rightNode = inOrderNodes[i + 1]
            leftNode.right = rightNode
            rightNode.left = leftNode
        }
        return inOrderNodes[0]
    }

    func getNodesInOrder(root: BinaryTree?, array: inout [BinaryTree]) {
        if let tree = root {
            getNodesInOrder(root: tree.left, array: &array)
            array.append(tree)
            getNodesInOrder(root: tree.right, array: &array)
        }
    }
}
```