#include<stdio.h>

#include<string.h>

using namespace std;

struct Record{

Date timestamp;

String data;

int nodeNumber;

string nodeId;

string refernceNodeid;

string childReerenceNodeId;

string genesisReferenceNodeId;

string hash value;

};

struct tree

{ int data;

char value;

struct tree\*left;

struct tree\*right;

}

struct tree\* newNode(int data)

{

struct tree \*Node= (struct tree\*)malloc(sizeof(struct node));

Node->data = data;

Node->left = NULL;

Node->right = NULL;

return(Node);

}

int main()

{

struct tree \*GenesisNode = newNode(A);

root->left = newNode(B);

root->right = newNode(C);

printf("");

printLevelOrder(GenesisNode);

return 0;

}