#include <stdio.h>

#include <iostream>

using namespace std;

struct Node

{

int info;

Node \*left;

Node \*right;

};

Node \*CreateNode(int x)

{

Node \*p = new Node();

p->info = x;

p->left = p->right = NULL;

return p;

}

void CreateTree(Node \*&root,int a[],int n)

{

for(int i=0;i<n;i++)

{

InsertNode(root, a[i]);

}

}

void inOrder(struct Node \*root)

{

stack<Node\*> s;

Node \*curr = root;

while(curr != NULL || s.empty() == false)

{

while(curr != NULL)

{

s.push(curr);

curr = curr->left;

}

curr = s.top();

s.pop();

cout << curr->info << " ";

curr = curr->right;

}

}

int main()

{

Node \*root = NULL;

int a[] = {3,2,1,4,5,6,8,9,7};

int n = 9;

CreateTree(root, a, n);

inOrder(root);

system("pause");

return 0;

}