

pre order Traverse

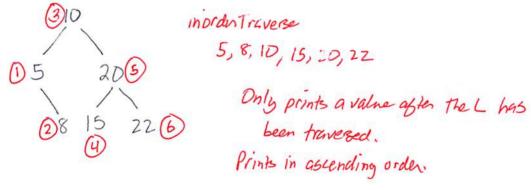
10,5,8,20,15,22

Prints a value before traversing a nude. "process in front"

postorderTraverse

8,5,15,22,20,10
Only prints a value after Land Rhake
been traversed.

At the end."



inordisTraverse