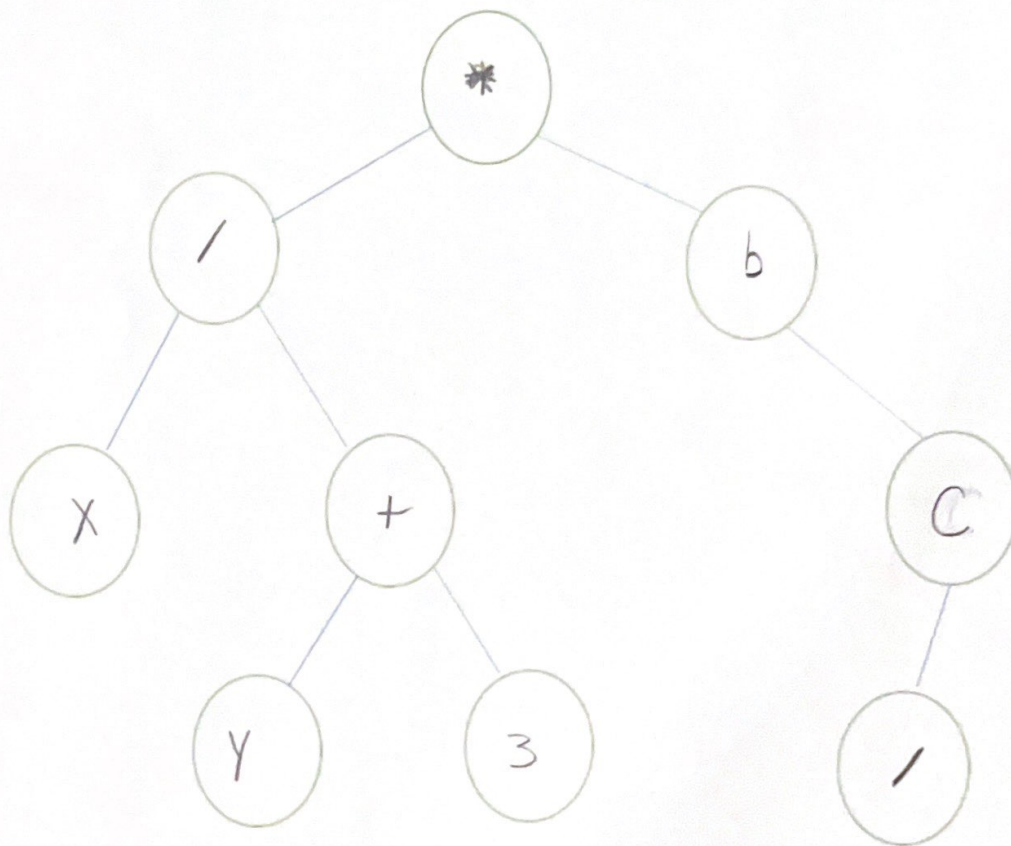
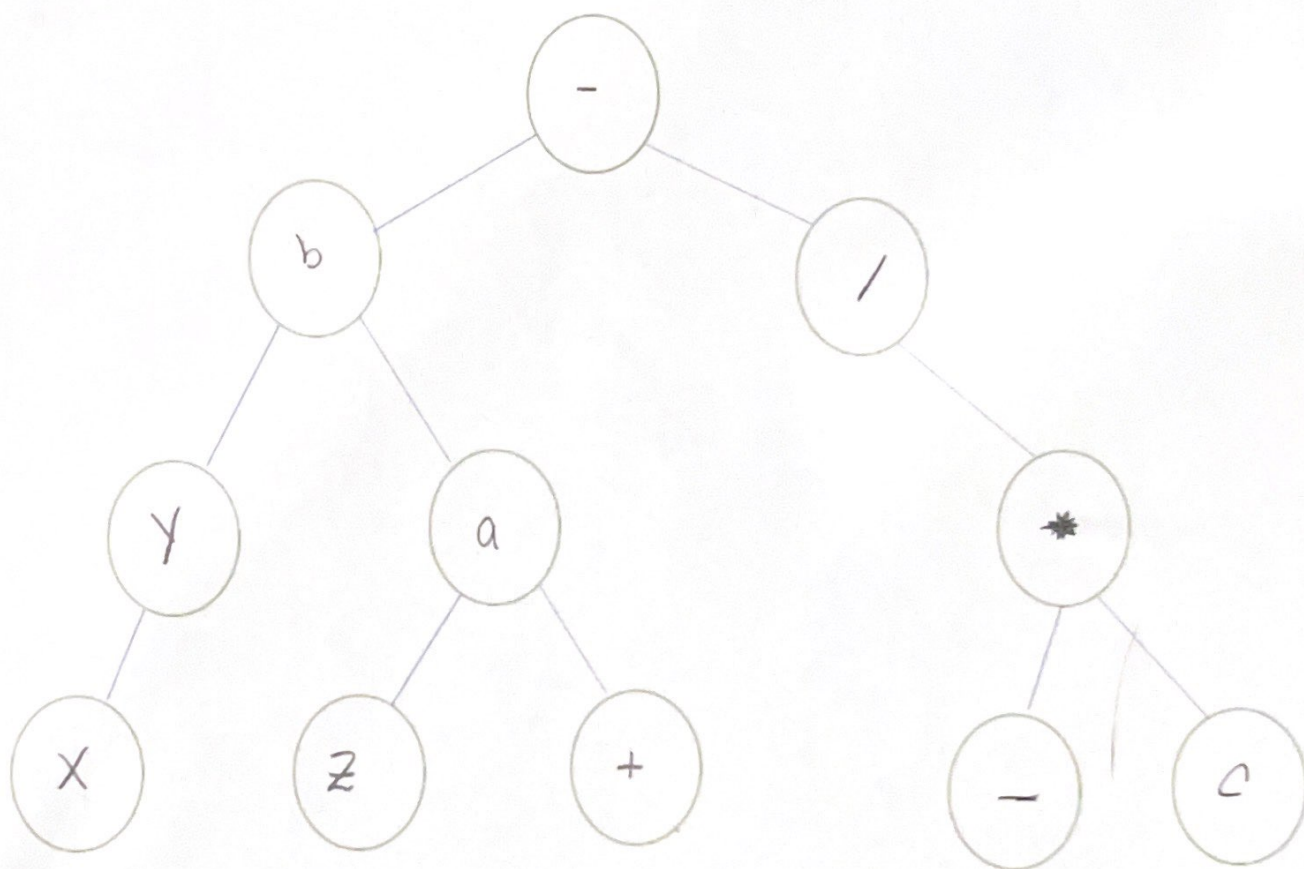


In-order traversal

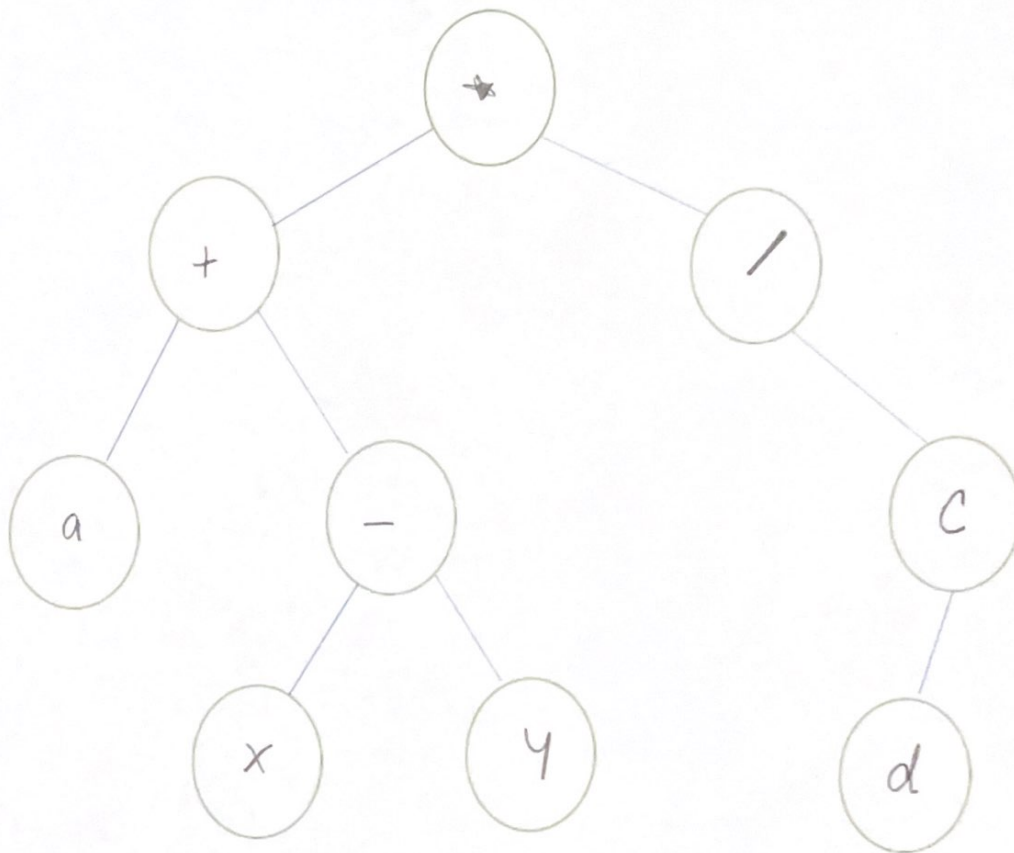


Post-order traversal

x, y, z, +, a, b, -, c, *, /, -



Pre-order traversal



Q2, +0-string method

