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subalgorithm preorder(tree) is:
//pre: tree is a binary tree
s: Stack //s is an auxiliary stack
if tree.root  $\neq$  NIL then
    push(s, tree.root)
end-if
while not isEmpty(s) execute
    currentNode  $\leftarrow$  pop(s)
    @visit currentNode
    if [currentNode].right  $\neq$  NIL then
        push(s, [currentNode].right)
    end-if
    if [currentNode].left  $\neq$  NIL then
        push(s, [currentNode].left)
    end-if
end-while
end-subalgorithm

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- Time complexity of the non-recursive traversal is $\Theta(n)$, and we also need $O(n)$ extra space (the stack)

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subalgorithm inorder(tree) is:
//pre: tree is a BinaryTree
s: Stack //s is an auxiliary stack
currentNode  $\leftarrow$  tree.root
while currentNode  $\neq$  NIL execute
    push(s, currentNode)
    currentNode  $\leftarrow$  [currentNode].left
end-while
while not isEmpty(s) execute
    currentNode  $\leftarrow$  pop(s)
    @visit currentNode
    currentNode  $\leftarrow$  [currentNode].right
    while currentNode  $\neq$  NIL execute
        push(s, currentNode)
        currentNode  $\leftarrow$  [currentNode].left
    end-while
end-while
end-subalgorithm

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- Time complexity $\Theta(n)$, extra space complexity $O(n)$

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subalgorithm postorder(tree) is:
//pre: tree is a BinaryTree
s: Stack //s is an auxiliary stack
node ← tree.root
while node ≠ NIL execute
    if [node].right ≠ NIL then
        push(s, [node].right)
    end-if
    push(s, node)
    node ← [node].left
end-while
while not isEmpty(s) execute
    node ← pop(s)
    if [node].right ≠ NIL and (not isEmpty(s)) and [node].right = top(s) th
        pop(s)
        push(s, node)
        node ← [node].right
//continued on the next slide

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    else
        @visit node
        node ← NIL
    end-if
    while node ≠ NIL execute
        if [node].right ≠ NIL then
            push(s, [node].right)
        end-if
        push(s, node)
        node ← [node].left
    end-while
end-while
end-subalgorithm

```

- Time complexity $\Theta(n)$, extra space complexity $O(n)$