```
#include <stdio.h>
#include <stdlib.h>
#include <math.h>
int idx = 0;
int get_size(int n)
   int ct = 1;
       1 = 1 + (int)pow(2, ct);
   return 1;
void print tree(int *tree, int size)
void get_subarray(int *arr, int *ret, int start, int end)
   for (int i = start; i < end; i++)
void pre_order(int *tree, int len, int i, int size, int *pre_tree)
    int right_node = -1;
```

```
if ((i * 2 + 1) < len)
   if ((i * 2 + 2) < len)
       right node = tree[i * 2 + 2];
   pre tree[idx++] = tree[i];
   if (left node !=-1)
       pre_order(tree, len, (i * 2 + 1), size, pre_tree);
   if (right node !=-1)
      pre order(tree, len, (i * 2 + 2), size, pre tree);
void check complete(int *tree, int size)
   int flag=0;
       if (tree[i] != -1 && 2 * (i + 1) < size)
           int ln = tree[2 * (i + 1) - 1];
           int rn = tree[2 * (i + 1)];
           if((ln==0 && rn!=0) || (ln!=0 && rn==0))
               flag=1;
   if(flag==1)
       printf("\n\nGiven tree is not a complete tree");
```

```
printf("\n\nGiven tree is a complete tree");
int main()
    printf("Entered tree where 0 represents NULL - \n");
    print tree(tree, len);
    int *pre tree;
    int size = get size(len);
    pre tree = (int *)malloc(size * sizeof(int));
    pre_order(tree, len, 0, size, pre_tree);
    printf("\nPre order traversal : - \n");
    print tree(pre tree, size);
    check complete(pre tree, size);
PS D:\CS Lab\c code> cd "d:\CS Lab\c code\" ; if ($?) { gcc trial2.c -0 trial2 } ; if ($?) { .\trial2 }
Entered tree where 0 represents NULL -
40 30 50 0 34 42 55
Pre order traversal : -
40 30 0 34 50 42 55
Given tree is not a complete tree
PS D:\CS Lab\c code> []
```