**REPORT**

Note: a "threaded tree" deals with the problem of NULL pointers. It has two additional fields (flags) that indicate if the left and right pointers are to regular children nodes (0) or to successors (1).

If a node does not have a pointer to the right child, then it stores a pointer to In-Order left-to-right successor of this node; if it does not have a pointer to the left child, it stores a pointer to In-Order right-to-left successor of the node. "Successor" means the node that will be traversed after the node in question. If a pointer points to a successor, the corresponding flag is set.

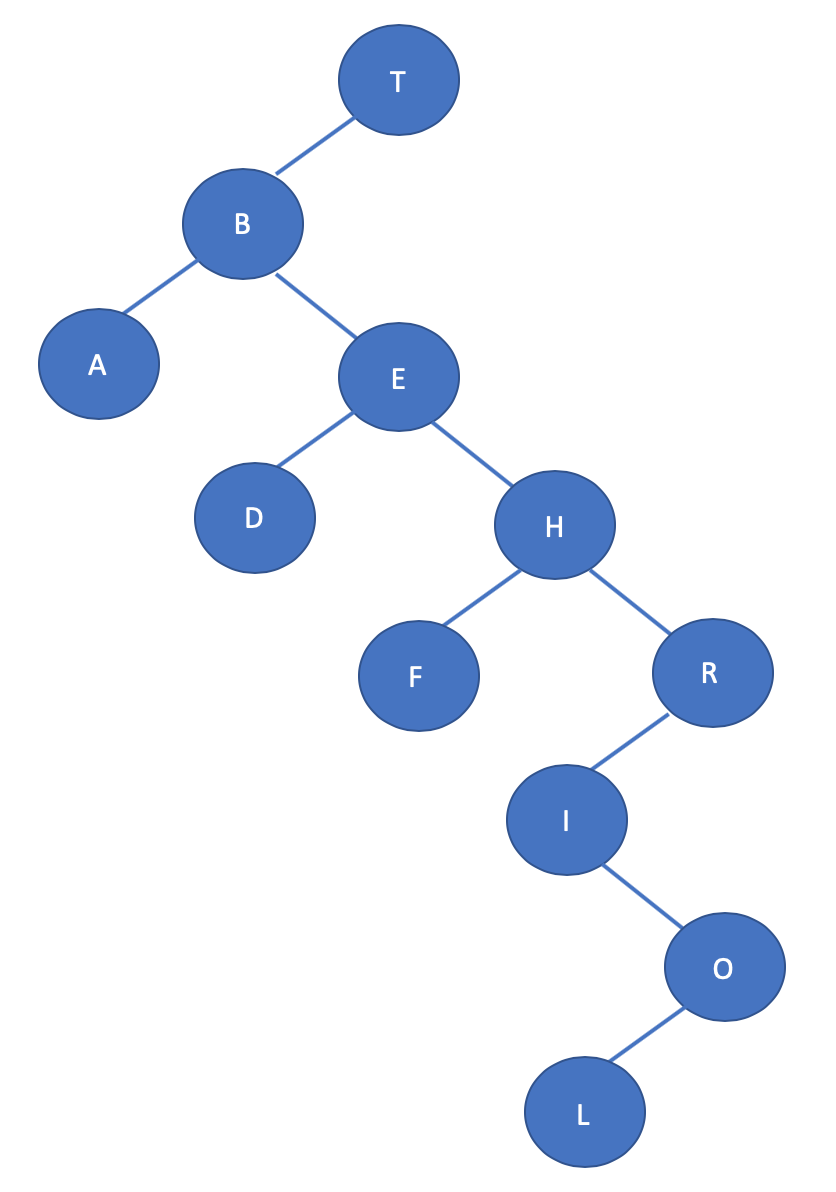
A close up of a mans face

Description automatically generated

**The Program**

**Input**: T, B, E, A, H, F, D, R, I, O, L

**Binary Search Tree Representation**



In-order Left-to-Right traversal (ascending alphabetical order): A B D E F H I L O R T In-order Right-to-Left traversal (descending alphabetical order): T R O L I H F E D B A

**Screenshot of Main Method:**

