**Algorithm** Prints the elements in the level order fashion **Line By Line**

**Require:** A non empty tree
**Ensure:** Each level is printed in a different line and one queue is used

1: **function** Level_Order_Traversal(*root*)
  ▷ Queue stores the pointers of the nodes.

2:    *marker* ← *nullptr*
3:    *queue.push(root)*
4:    *queue.push(marker)*
5:    **while** Queue is **not empty, do**
6:      **if** *queue.front == marker* **then**
7:        **Print**(One Level has been finished)
8:        *queue.pop*
9:        **if** *queue* is **not empty then**
10:           *queue.push(marker)*
11:     *current_node* ← *queue.front*
12:     *queue.pop*
13:     **Print**(*current_node.data*)
14:     **if** Left Child Exists **then**
15:        *queue.push(current_node.left)*
16:     **if** Right Child Exists **then**
17:        *queue.push(current_node.right)*

18:    **Print**(Level Order Traversal finished)