|  |
| --- |
| # include<iostream> |
|  | using namespace std; |
|  |  |
|  | struct Node{ |
|  |  |
|  | int data; |
|  |  |
|  | struct Node\* left; |
|  | struct Node\* right; |
|  | Node(int val){ |
|  | data = val; |
|  | left = NULL; |
|  | right = NULL; |
|  |  |
|  | } |
|  |  |
|  | }; |
|  | void preorder(struct Node\* root){ |
|  | if(root==NULL){ |
|  | return; |
|  | } |
|  | cout<<root->data<<" "; |
|  | preorder (root->left); |
|  | preorder(root->right); |
|  |  |
|  | } |
|  | int main () |
|  | { |
|  | struct Node\* root = new Node(12); |
|  | root->left = new Node (6); |
|  | root->right =new Node (10); |
|  | root->left->left=new Node(7); |
|  | root->left->right=new Node(8); |
|  | root->right->left=new Node(9); |
|  | root->right->right=new Node(11); |
|  |  |
|  |  |
|  |  |
|  | preorder(root); |
|  | return 0; |
|  | } |