16/05/24 Week-3.

Leetcode 3: Increasing order search Tree.

```
Void inorder(struct TreeNode *root, struct TreeNode
     **head, struct TreeNode **tail)
{
    if(root==NULL)
     return;
    inorder(root->left,head,tail);
    if(*head==NULL)
    {
      *head=root;
    }
    else
    {
      (*tail)->right=root;
    }
    *tail=root;
     root->left=NULL;
     inorder(root->right,head,tail);
}.
struct TreeNode* increasingBST(struct TreeNode* root)
{ struct TreeNode *head=NULL, *tail=NULL;
   inorder(root,&head,&tail);
   return head;
}.
```

16/5/24 output:

case 1:

root = [5,3,6,2,4,null,8,1,null,null,null,7,9]

output=[1,null,2,null,3,null,4,null,5,null,6,null,7,null,8,null,9]

case 2: root = [5,1,7]

output = [1,null,5,null,7]