/\*\*

\* Definition for a binary tree node.

\* struct TreeNode {

\* int val;

\* TreeNode \*left;

\* TreeNode \*right;

\* TreeNode() : val(0), left(nullptr), right(nullptr) {}

\* TreeNode(int x) : val(x), left(nullptr), right(nullptr) {}

\* TreeNode(int x, TreeNode \*left, TreeNode \*right) : val(x), left(left), right(right) {}

\* };

\*/

class Solution {

public:

vector<vector<int>> levelOrder(TreeNode\* root) {

if(root==NULL)return {};

vector<vector<int>>ans;

queue<TreeNode\*>q;

q.push(root);

q.push(NULL);

vector<int>level;

while(!q.empty()){

TreeNode\* curr=q.front();

q.pop();

if(curr==NULL){

ans.push\_back(level);

level.clear();

if(!q.empty()){

q.push(NULL);

}

}

else{

level.push\_back(curr->val);

if(curr->left)

q.push(curr->left);

if(curr->right)

q.push(curr->right);

}

}

return ans;

}

};