Torca Node * build Tree (int indexes - yours, int indexes - columns, int ** indexes) TreeNode * root = (TreeNode *) malloc (pizeof (TreeNode)); Frot → data = 1; Soot -> loft = NULL; rest -> right = NULL; Trec Node * nodes [indexes - rows + 1]. nedes[1] = root; for (int i= 0; i < indexes - rows; i++)} Tree Node * com = nodes [i+i]: if (indexes [i][0] = -1)} curr -> left = (Toce Node 1) malloc (sizeof (Tree Node)); curi-> left -> data = indexes[i][e]; cum -> Left -> left = NUCL: cury-> left -> sight = NULL; Moder [indexes [:](0]) = curs -> left

	int ** nwapNodes (int indexes - rows, int
	indexes-columns, int * indexes, int queries-
-	count, int * a. indexes, int querier -
	int * smult - columns)
	5
	int ** roult = (int * *) malloc (queries_
	count * size of (int *));
	* soult rows = queries - count;
	* sendt - columns = indexes-rews;
	indexes-rows;
	Tree Node + root = 1.115 1:
	Tree Node * root = buildTree (indexes rown,
	indexes-columns indexes);
	for lint is 0 1 is
	for (int i=0; i < queries - count; i++)
	int k = queries[i];
	swap Subtrus (rot, k, 1);
·	
~	int * traveral = (int *) malloc
	(indexes rows * size of (int)).
	int index =0;
	in Order Traversal (root, traversal, findex);
	result [i] = traversal;
	3
	Seturn result;
	3