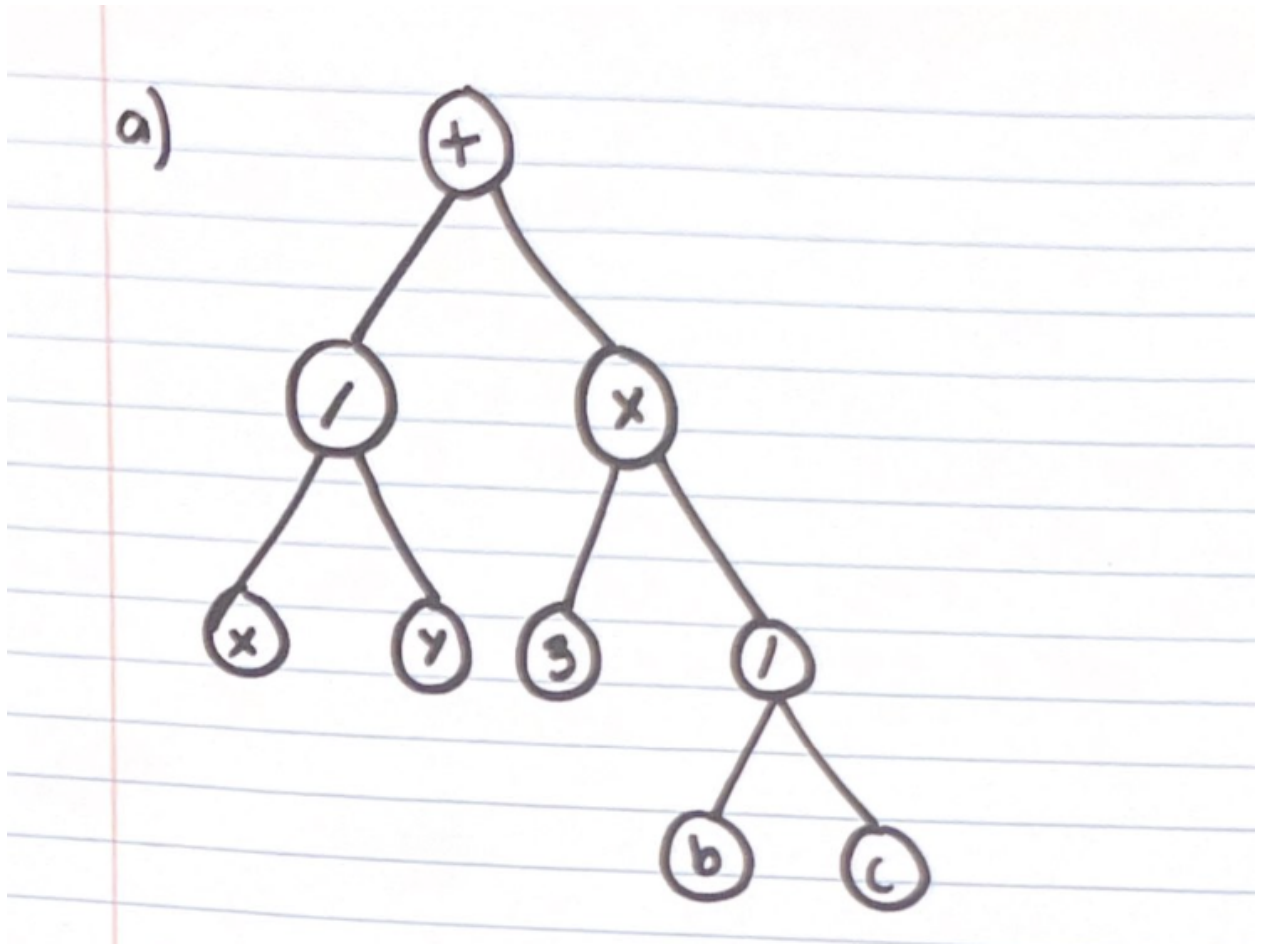
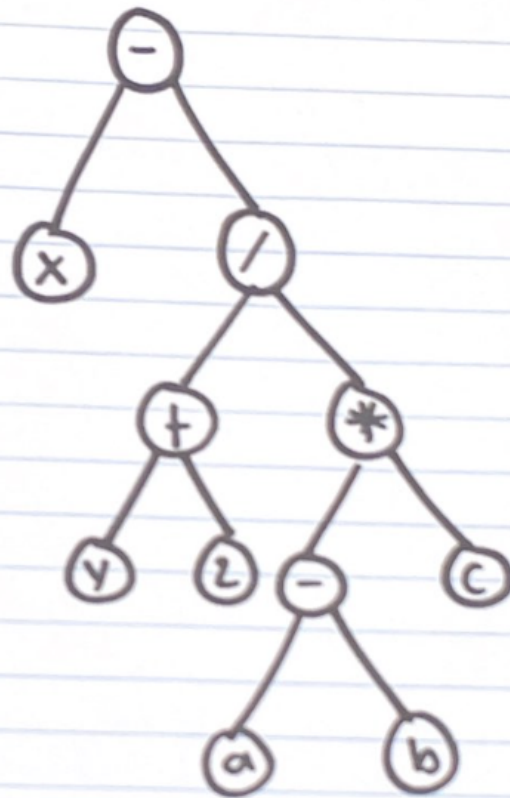


1) Inorder traversal is:  $x / y + 3 * b / c$

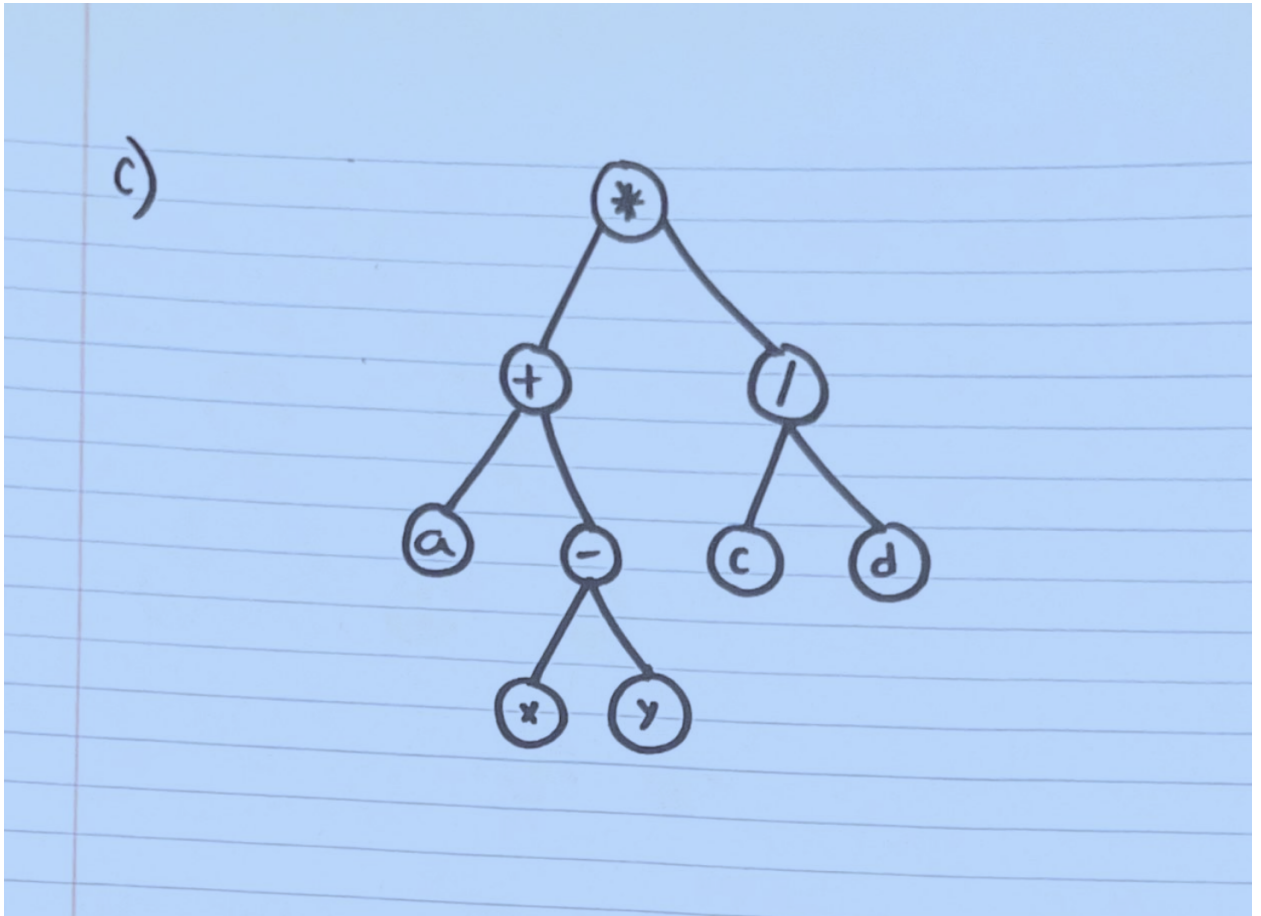


2) Postorder traversal is:  $x y z + a b - c * / -$

b)



3) Preorder traversal is:  $* + a - x y / c d$



4)

