```c
#include<stdio.h>
#include<stdlib.h>

typedef struct Node{
    int value;
    struct Node *left;
    struct Node *right;
}Node;

int subTreeSum(Node *root){
    if(root == NULL) // Empty tree
        return 0;
    return root->value + subTreeSum(root->left) + subTreeSum(root->right);
}

int main(){
    int n, x;
    scanf("%d", &n);
    Node arr[n];
    for(int i = 0; i < n; i++){
        scanf("%d", &x);
        arr[i].value = x;
        arr[i].left = NULL;
        arr[i].right = NULL;
    }
    Node *root;
    scanf("%d", &x);
    root = &arr[x];
    for(int i = 0 ; i < n; i++){
        int x, y, z;
        scanf("%d %d %d", &x, &y, &z);
        if(y != -1)
            arr[x].left = &arr[y];
        if(z != -1)
            arr[x].right = &arr[z];
    }
    int t;
    scanf("%d", &t);
    Node *temp = &arr[t];
    Node query = arr[t];
    printf("%d\n", query.value);
    if(query.left != NULL)
        printf("%d\n", query.left->value);
    else
        printf("-1\n");
    if(query.right != NULL)
        printf("%d\n", query.right->value);
    else
        printf("-1\n");
    printf("%d", subTreeSum(temp));
    return 0;
}
```