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

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

void printTree(Node *root){
    if(root==NULL) // Empty tree
        return;
    printTree(root->left);
    printf("%d\n", root->value);
    printTree(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];
    }
    printTree(root);
    return 0;
}
```