

# Q 102 - Trees - Preorder Traversal

Your task is to implement the following function :

```
void preorder(TreeNode*)
```

You will be working with the following structure :

```
struct TreeNode {  
    int x;  
    struct TreeNode* L;  
    struct TreeNode* R;  
}
```

You may only edit the **BODY** of the code, leaving the **HEAD** and the **TAIL** as it is.

## Sample Input 0

```
7  
4 2 1 3 6 7 5
```

## Sample Output 0

```
4 2 1 3 6 5 7
```