* Preorder
  + PLR (depth)
  + Void preorder(TreeNode \*n)
    - if (!n) return
    - cout << n << data
    - preorder (n->left);
    - preorder(n->right);
* Inorder: LPR (sorted)
* Postorder: LRP (children deal w/ whatever you do before you)
  + Find height of tree
* LevelOrder
  + Use a queue
  + When you pop from the queue, put the children in the queue.
* Huffman encoding
  + Optimal rep of letters based on frequency
  + (Tries useful)