```cpp
#include<bits/stdc++.h>
using namespace std;
typedef long long ll;

struct Node{
    int key;
    struct Node *left;
    struct Node *right;
    Node(int k){
        key = k;
        left = right = NULL;
    }
};


void level(Node *root){
    if(root == NULL) return;
    queue<Node *>q;
    q.push(root);
    q.push(NULL);
    while(q.size() > 1){
        Node *curr = q.front();
        q.pop();
        if(curr == NULL){
            cout<<"\n";
            q.push(NULL);
            continue;
        }
        cout<<curr->key<<" --";
        if(curr->left != NULL) q.push(curr->left);
        if(curr->right != NULL) q.push(curr->right);
    }

}

int main(){
    Node *root = new Node(15);
    root->left = new Node(20);
    root->right = new Node(55);
    root->left->left = new Node(70);
    root->left->right = new Node(29);
    root->right->left = new Node(100);
```

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43:
44:     level(root);
45: return 0;
46: }
47:
```