Lab Program 3

Leet Code: Inorder

```
Struct Tree Node * newNode (int val) {
    struct TreeNode * node = (struct TreeNode*)
                      malloc (sizeof (struct TreeNode));
     node -> val = val;
      node -> left = NULL;
      node -> right = NULL
      return node;
}

void inorder (struct TreeNode* root, struct TreeNode**
                                               prev) {
 if (root == NULL)
      return;

 inorder (root -> left, prev);

 if (*prev != NULL) {
     (*prev) -> right = root;
     (*prev) -> left = NULL;
  }
  *prev = root;
  inorder (root -> right, prev);
}

struct TreeNode * increasingBST (struct
                                     TreeNode* root)
{
 struct TreeNode* dummy = newNode(0);
  struct TreeNode* prev = dummy;
   inorder (root, &prev);
   return dummy -> right;
 }
```

Case 1:

Input:
root = [5, 3, 6, 2, 4, null, 8, 1, n, n, n, 7, 9]

Output:
[1, n, 2, n, 3, n, 4, n, 5, n, 6, n, 7, n, 8, n, 9]

Case 2:

Input:
root: [5, 1, 7]

Output:
[1, n, 5, n, 7]

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