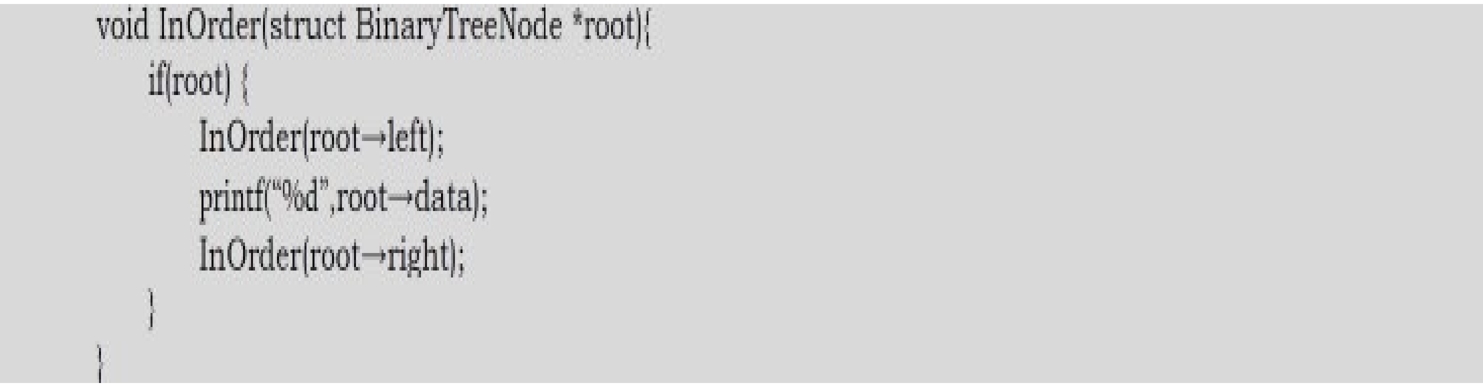
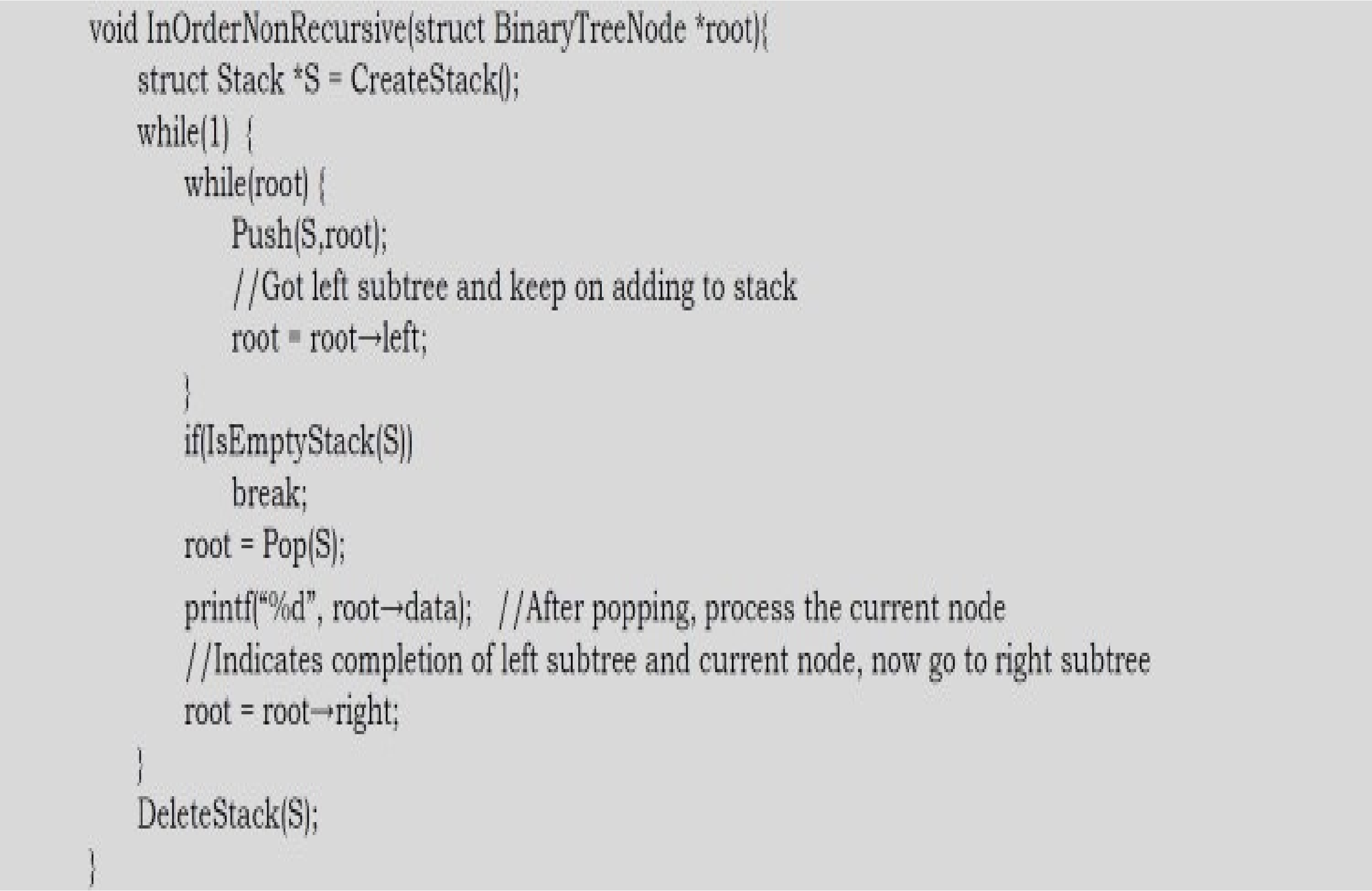


```
void InOrder(struct BinaryTreeNode *root){
    if(root) {
        InOrder(root→left);
        printf("%d",root→data);
        InOrder(root→right);
    }
}
```

Time Complexity: O(*n*). Space Complexity: O(*n*).

Non-Recursive Inorder Traversal

The Non-recursive version of Inorder traversal is similar to Preorder. The only change is, instead of processing the node before going to left subtree, process it after popping (which is indicated after completion of left subtree processing).



```
void InOrderNonRecursive(struct BinaryTreeNode *root){
    struct Stack *S = CreateStack();
    while(1) {
        while(root) {
            Push(S,root);
            //Got left subtree and keep on adding to stack
            root = root→left;
        }
        if(IsEmptyStack(S))
            break;
        root = Pop(S);
        printf("%d", root→data);    //After popping, process the current node
        //Indicates completion of left subtree and current node, now go to right subtree
        root = root→right;
    }
    DeleteStack(S);
}
```

Time Complexity: O(*n*). Space Complexity: O(*n*).