PLAYBOOK NOTES: POST-ORDER TRAVERSE

Big Picture:

- Left
- Right
- Visit

Assumption:

Your node will have bool (or int) called visited. All Booleans will be set to false (integers to 0)

Algorithm:

1. Set temp to root

2. while (temp does not equal NULL and temp → visited equals false)

    If (temp → left does not NULL and temp → visited equals false)

        Temp = temp → pLeft;

    Else if (temp → right does not equal NULL and temp → right → visited equals false)

        Temp = temp → pRight

    Else

        Visit the node

        Temp → visited = true;

        Temp = root.

Time complexity: O(n2) in worst case we move pointer back to head after visiting every node.

Example:

WIP

Reference:

https://www.geeksforgeeks.org/postorder-traversal-binary-tree-without-recursion-without-stack/