

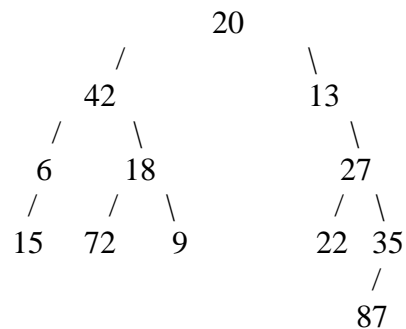
## 1) (10 pts) ALG (Binary Trees)

Consider a function that takes in a pointer to a binary tree node and returns a pointer to a binary tree node defined below:

```
typedef struct bintreenode {
    int data;
    struct bintreenode* left;
    struct bintreenode* right;
} btreeenode;

btreeenode* somefunction(btreeenode* root) {
    if (root == NULL) return NULL;
    somefunction(root->left);
    somefunction(root->right);
    btreeenode* tmp = root->left;
    root->left = root->right;
    root->right = tmp;
    return root;
}
```

Let the pointer tree point to the root node of the tree depicted below:



If the line of code `tree = somefunction(tree)` were executed, draw a picture of the resulting binary tree that the pointer tree would point to.