

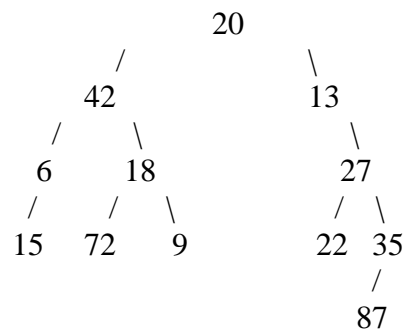
1) (10 pts) ALG (Binary Trees)

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

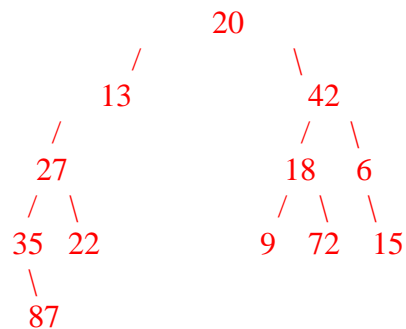
```
typedef struct bintreenode {
    int data;
    struct bintreenode* left;
    struct bintreenode* right;
} bintreenode;

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

Let the pointer tree point to the root node of the 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.



Grading: 1 pt for 20 at root, 2 pts for swapping 13, 42, 3 pts for the left subtree of 13, 4 pts for the placement of 18, 6, 9, 72 and 15.