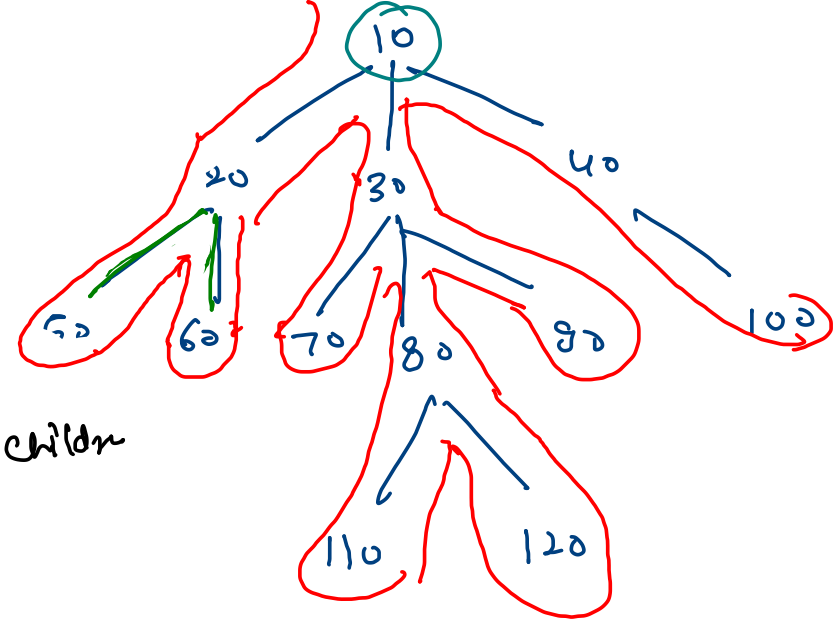
Node - State.

State = = -1

Pree. → add

State ++;



0 ≤ State < no. of children

push child in stack

State ++

→ preorder →

10 20 50 60 30

70 80 110 120 90 40

100

State = = no. of children

post-add

states.

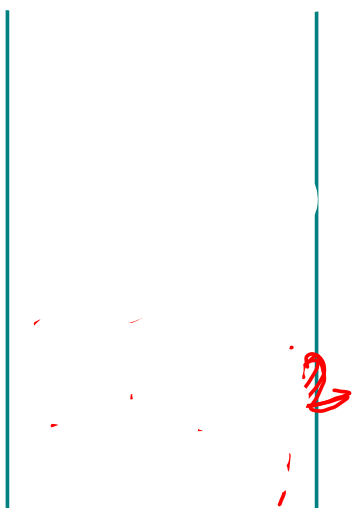
→ postorder → 50 60 20 70 110

120 80 90 30 100

40 10

State > no. of child

pop-out // wipe out



Stack