LevelOrder Traversal

```
#include <stdio.h>
#include <stdlib.h>
#include "Queue.h"
#include "Stack.h"

struct Node *root=NULL;

void Treecreate()
{
    struct Node *p,*t;
    int x;
    struct Queue q;
    create(&q,100);

    printf("Eneter root value ");
    scanf("%d",&x);
    root=(struct Node *)malloc(sizeof(struct Node));
    root->data=x;
    root->lchild=root->rchild=NULL;
    enqueue(&q,root);

    while(!isEmpty(q))
    {
        p=dequeue(&q);
        printf("eneter left child of %d ",p->data);
        scanf("%d",&x);
        if(x!=-1)
        {
            t=(struct Node *)malloc(sizeof(struct Node));
            t->data=x;
            t->lchild=t->rchild=NULL;
            p->lchild=t;
            enqueue(&q,t);
        }
        printf("eneter right child of %d ",p->data);
        scanf("%d",&x);
        if(x!=-1)
        {
            t=(struct Node *)malloc(sizeof(struct Node));
            t->data=x;
            t->lchild=t->rchild=NULL;
            p->rchild=t;
            enqueue(&q,t);
        }
    }
```

```
}

void LevelOrder(struct Node *root)
{
    struct Queue q;
    create(&q,100);

    printf("%d ",root->data);
    enqueue(&q,root);

    while(!isEmpty(q))
    {
        root=dequeue(&q);
        if(root->lchild)
        {
            printf("%d ",root->lchild->data);
            enqueue(&q,root->lchild);
        }
        if(root->rchild)
        {
            printf("%d ",root->rchild->data);
            enqueue(&q,root->rchild);
        }
    }
}


int main()
{
    Treecreate();

    LevelOrder(root);


    return 0;
}
```