

```
struct TreeNode;
typedef TreeNode * TreePtr;
struct TreeNode
{
    int info;
    TreePtr left;
    TreePtr right;
    bool thread;
};

void Inorder(TreePtr tree)
{
    TreePtr p(tree), q;

    do {
        q = NULL;
        while (p != NULL)    // Go left
        {
            q = p;
            p = p->left;
        }
        if (q != NULL)
        {
            cout << q->info << endl;;    // Visit
            p = q;
            while (p->thread)    // Go back up if thread
            {
                p = p->right;
                q = p;
                cout << q->info << endl;    // Visit
            }
            p = p->right;    // Go right
        }
    } while (p != NULL);
}
```