

Write the C++ boolean functions `SetLeft(p,x)` and `SetRight(p,x)` with right threading for inorder traversals. p is a pointer to the node to set off of and x is the data value of the new node. Use the following data structure:

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

The function should return true if the operation was successful, and return false if the operation could not be performed. You cannot make ANY assumptions about p or x . The precondition for both functions is: None.