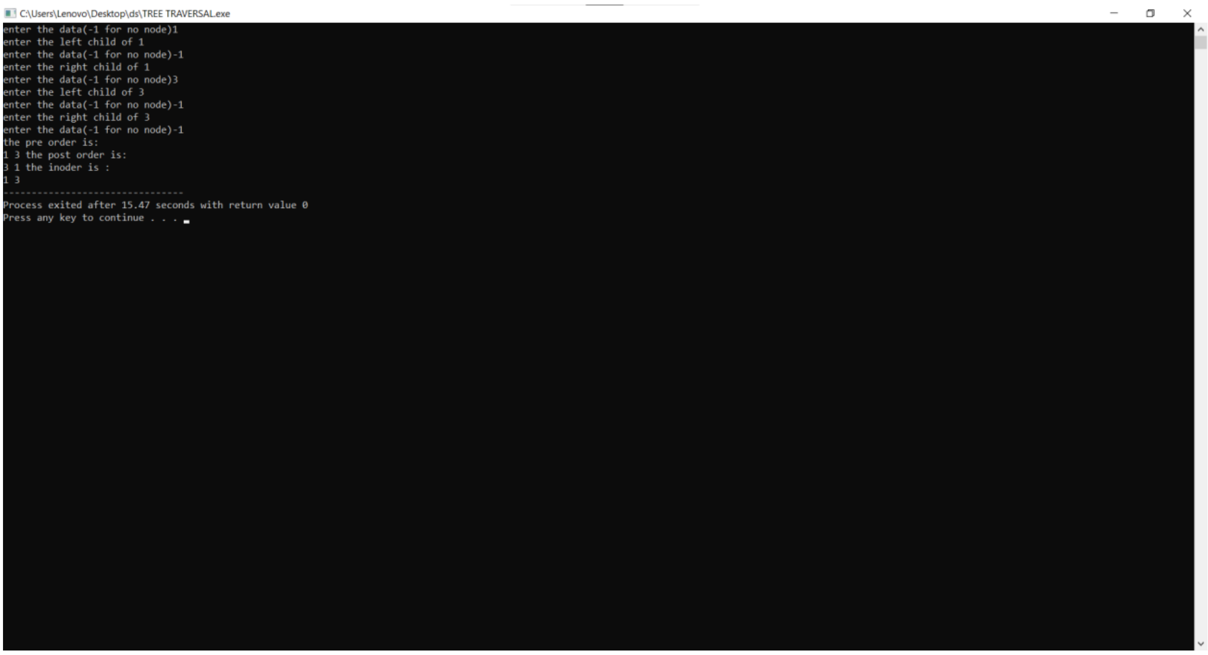
```
#include<stdio.h>

#include<stdlib.h>

struct node{

 struct node* left;

 int data;

 struct node* right;

};

struct node* createTree();

void preOrder(struct node* );

void postOrder(struct node* );

void inOrder(struct node* );

int main(){

 struct node* root = NULL;

 root = createTree();

 printf("the pre order is:\n");

 preOrder(root);



 printf("the post order is:\n");

 postOrder(root);

 printf("the inoder is :\n");

 inOrder(root);

}

struct node* createTree(){

 struct node* newnode = NULL;

 newnode = (struct node*)malloc(sizeof(struct node));

 int data;

 printf("enter the data(-1 for no node)");

 scanf("%d",&data);

 if(data==-1)

 return 0;

 newnode->data = data;
 printf("enter the left child of %d\n",data);
 newnode->left = createTree();
 printf("enter the right child of %d\n",data);
 newnode->right = createTree();
 return newnode;
}
void preOrder(struct node* root)
{
 if(root == NULL){
 return ;
 }
 printf("%d ",root->data);
 preOrder(root->left);
 preOrder(root->right);
}
void postOrder(struct node* root){
 if(root==NULL){
 return ;
 }
 postOrder(root->left);
 postOrder(root->right);
 printf("%d ",root->data);
}
void inOrder(struct node* root){
 if(root == NULL){
 return;
 }
 inOrder(root->left);
 printf("%d ",root->data);
 inOrder(root->right);
}
```



```
enter the data(-1 for no node)1
enter the left child of 1
enter the data(-1 for no node)-1
enter the right child of 1
enter the data(-1 for no node)3
enter the left child of 3
enter the data(-1 for no node)-1
enter the right child of 3
enter the data(-1 for no node)-1
the pre order is:
1 3 the post order is:
3 1 the inoder is :
1 3
--------------------------------
Process exited after 15.47 seconds with return value 0
Press any key to continue . . .
```