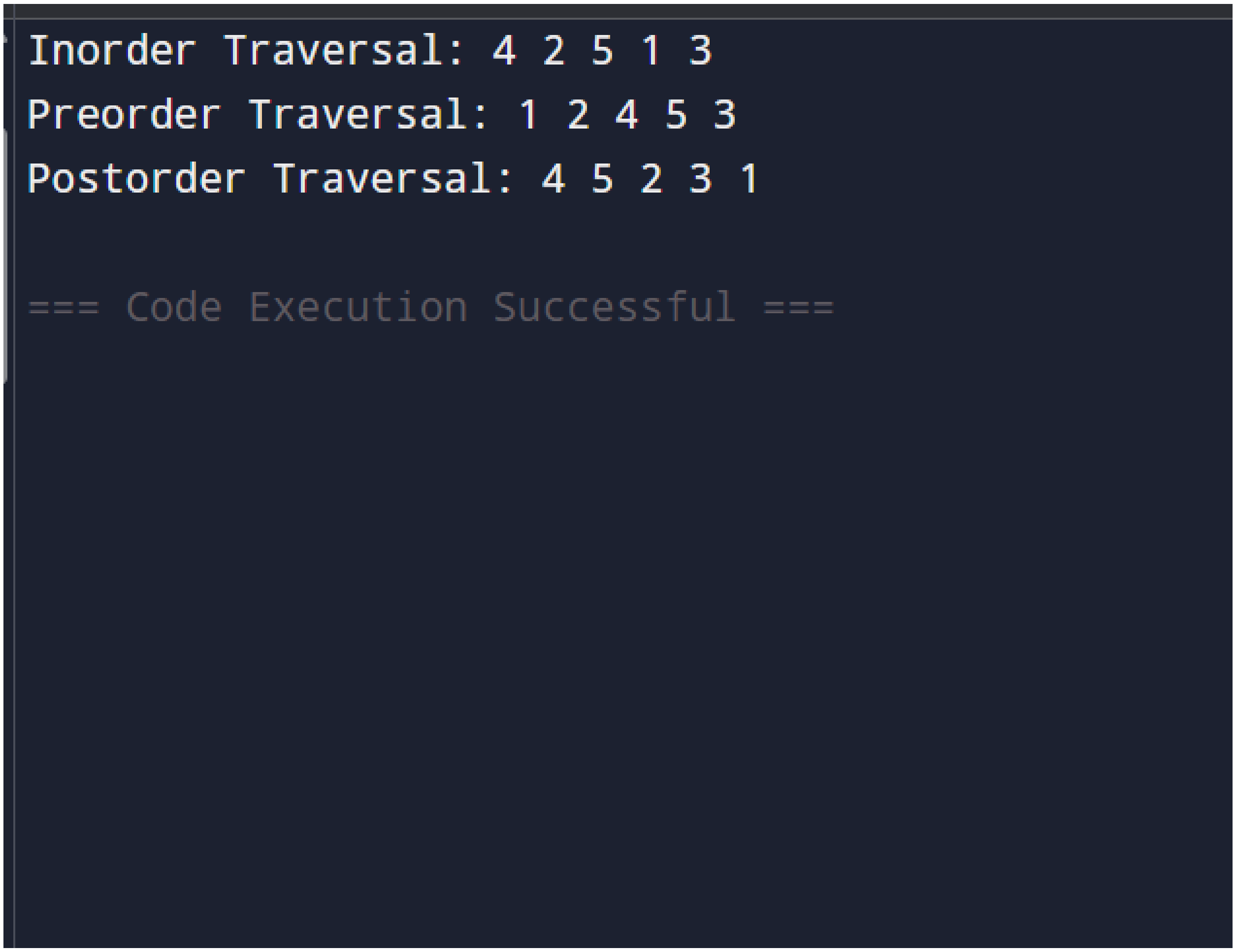
```
#include <stdio.h>
#include <stdlib.h>
struct Node {
    int data;
    struct Node *left, *right;
};
struct Node* createNode(int value) {
    struct Node* newNode = (struct Node*)malloc(sizeof(struct Node));
    newNode->data = value;
    newNode->left = newNode->right = NULL;
    return newNode;
}
void inorder(struct Node* root) {
    if (root == NULL)
        return;
    inorder(root->left);
    printf("%d ", root->data);
    inorder(root->right);
}
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);
}
int main() {
    /*
              1
             / \
            2   3
           / \
          4   5
    */
    struct Node* root = createNode(1);
    root->left = createNode(2);
    root->right = createNode(3);
    root->left->left = createNode(4);
    root->left->right = createNode(5);
    printf("Inorder Traversal: ");
    inorder(root);
    printf("\nPreorder Traversal: ");
    preorder(root);
    printf("\nPostorder Traversal: ");
    postorder(root);
    return 0;
}
```

Output:



```
Inorder Traversal: 4 2 5 1 3
Preorder Traversal: 1 2 4 5 3
Postorder Traversal: 4 5 2 3 1

=== Code Execution Successful ===
```