public class BinaryTree {

private TreeNode root;

private class TreeNode {

private TreeNode left;

private TreeNode right;

private int data; // Can be any generic type

public TreeNode(int data) {

this.data = data;

}

}

public void createBinaryTree() {

TreeNode first = new TreeNode(1);

TreeNode second = new TreeNode(2);

TreeNode third = new TreeNode(3);

TreeNode fourth = new TreeNode(4);

TreeNode fifth = new TreeNode(5);

root = first; // root ---> first

first.left = second;

first.right = third; // second <--- root ---> third

second.left = fourth;

second.right = fifth;

}

}