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```
#include <stdio.h>
#include <stdlib.h>
typedef struct Node{
int data;
struct Node *left; *right;
} node;
 node *create(int data) {
node *temp;
temp = (node *) malloc (size of (node));
 temp -> data = data;
temp -> left = temp -> right = NULL;
return temp;
}
void inorder (node *root) {
if (root != NULL) {
inorder (root -> left);
printf ("%d", root -> data);
preorder (root -> left);
preorder (root -> right);
} }
void postorder (node *root) {
if (root != NULL) {
postorder (root -> left);
postorder (root -> right);
printf ("%d", root -> data);
} }
```

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```
void insert (node *root, node *temp){
if (temp->data < root->data) {
 if(root->left != NULL)
 insert (root->left, temp);
else
 root->left = temp;
}
if (temp->data > root->data)
{
 if (root->right != NULL)
insert (root->right, temp);
 else
 root->right= temp;
}}
 int main(void) {
node *root = NULL, *temp;
 int choice = 0;
while (choice != 2)
{
 temp =
 printf ("1 - Insert \n");
 printf ("2 - Exit \n");
printf ("Enter your choice :");
 scanf ("%d" &choice);
if( choice == 1)
```

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```
{
int val;
printf("Enter value: ");
scanf("%d", &val);
temp = create(val);
if(root == NULL)
 root = temp;
else
insert(root, temp);
}
else if(choice == 2)
break;
else
printf("Invalid choice \n");
}
printf("Invalid choice \n");
}
printf("Inorder traversal: ");
inorder(root);

printf("\n Preorder traversal: ");
preorder(root);

printf("\n Postorder traversal: ");
postorder(root);
}
```