class Node:

def \_\_init\_\_(self, key):

self.left = None

self.right = None

self.val = key

# Функция для добавления нового узла

def insert(root, key):

if root is None:

return Node(key)

else:

if root.val < key:

root.right = insert(root.right, key)

else:

root.left = insert(root.left, key)

return root

# Пример использования

root = Node(50)

root = insert(root, 30)

root = insert(root, 20)

root = insert(root, 40)

root = insert(root, 70)

root = insert(root, 60)

root = insert(root, 80)