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#include <stdio.h>
#include <stdlib.h>
#include <conio.h>
struct node
{
    int info;
    struct node *slink;
    struct node *llink;
};
typedef struct node *NODE;
NODE getnode()
{
    NODE n;
    n = (NODE) malloc (sizeof (struct node));
    if (n == NULL)
    {
        printf ("Mem full\n");
        exit (0);
    }
    return n;
}
void freenode (NODE n)
{
    free (n);
}
NODE insert (NODE root, int item)
{
    NODE temp, cur, prev;
    temp = getnode();
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temp->rlink = NULL;
temp->llink = NULL;
temp->info = item;
if (root == NULL)
    return temp;
prev = NULL;
cur = root;
while (cur != NULL)
{
    prev = cur;
    cur = (item < cur->info) ? cur->llink : cur->rlink;
}
if (item < prev->info)
    prev->llink = temp;
else
    prev->rlink = temp;
return root;
}

void display(NODE root, int i)
{
    int j;
    if (root != NULL)
    {
        display(root->rlink, i+1);
        for (j=0; j<i; j++)
            printf(" ");
        printf("%d\n", root->info);
        display(root->llink, i+1);
    }
}

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NODE delete(NODE root, int item)
{

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    NODE *cur, *parent, q, suc;

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    if (root == NULL)
    {

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        printf("Empty\n");

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        return root;
    }

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    parent = NULL;

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    cur = root;

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    while (cur != NULL & item != cur->info)
    {

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        parent = cur;

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        cur = (item < cur->info) ? cur->llink : cur->rlink;
    }

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    if (cur == NULL)
    {

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        printf("Not found\n");

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        return root;
    }

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    if (cur->llink == NULL)
    {

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        q = cur->rlink;

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    } else if (cur->rlink == NULL)
    {

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        q = cur->llink;

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    } else
    {

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        suc = cur->rlink;

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        while (suc->llink != NULL)
        {

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            suc = suc->llink;
        }
    }

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        suc → link = cur → link;
        q = cur → rlink;
    }
    if (parent == NULL)
        return q;
    if (cur == parent → link)
        q = parent → link = q;
    else
        parent → link = q;
    freenode (cur);
    return root;
}

void preorder (NODE root)
{
    if (root != NULL)
    {
        printf ("%d\n", root → info);
        preorder (root → link);
        preorder (root → rlink);
    }
}

void postorder (NODE root)
{
    if (root != NULL)
    {
        printf postorder (root → link);
        postorder (root → rlink);
        printf ("%d\n", root → info);
    }
}

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void inorder (NODE root)
{
    if (root != NULL)
    {
        inorder (root->llink);
        printf ("%d\n", root->info);
        inorder (root->rlink);
    }
}
```