LAB - 10

Branch Tree Implementation

IBM19CS028.

① Node * create()

```
{
    Node * newnode = (Node *) malloc (sizeof (Node));
    Printf ("\n Enter Elements : "); Scanf ("%d", newnode -> data);
    newnode -> left = newnode -> right = NULL;
    return newnode;
}.
```

② Node * insert (Node * Root, Node * New Node)

```
{   if (root == NULL.
    { root = newNode;
    }
    else
    {
      if (NewNode -> data -> Root -> data)
      { if (Root -> right == NULL)
        Root -> right = NewNode;.
        else
        insert (Root -> right, newNode);
      }
      else
      {   if (Root -> left == NULL)
          Root -> left = NewNode;
          else
          insert (Root -> left, newnode);
      }
    }
}
```

③ Void Preorder * (Node * Root).

```
{  if (Root != NULL) {.
     Printf ("%d", Root → data);
     Preorder (Root → left);
     Preorder (Root → right);
   }.
```

④ Void inorder (Node * Root)

```
{   if (Root != NULL) {
    inorder (Root → left).;
    Printf ("%d", Root → data);
    inorder (Roots → right);
    }
}.
```

⑤ Void Postorder (Node * Root).

```
{  if (Root != NULL) {
   Post order(Root → left);
   Post order(Root → right);
   Printf ("%d", Root → data);
    }
}
```

⑥ Void display (Node * root, int i)

```
{ int i;
  if(root != NULL
{ display (Node *root, int i)
  for (i=0 ; i<i ; i++);
     Printf("_____");
     Printf("%d \n" root → data);
}
}
```