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Experiment No.6
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Program:
#include<stdio.h>
#include<stdlib.h>
#include<malloc.h>
struct node{
       int data:
       struct node *left;
       struct node *right;
};
struct node *tree;
void create(struct node *);
struct node *insert(struct node *,int);
void inorder(struct node *);
void preorder(struct node *);
void postorder(struct node *);
void main(){
       int choice,x;
       create(tree);
       do{
               printf("Menu:\t1.Insert a node\t2.Display an inorder traversal\t3.Display a preorder
traversal\t4.Display a postorder traversal\t5.Exit\nEnter operation to perform:");
               scanf("%d",&choice);
               switch(choice){
                      case 1: printf("Enter data to be inserted:");
                                     scanf("%d",&x);
                                     tree = insert(tree,x);
                                     break;
                      case 2: printf("Elements in inorder traversal are:");
                                     inorder(tree);
                                     printf("\n");
                                     break;
                      case 3: printf("Elements in preorder traversal are:");
                                     preorder(tree);
                                     printf("\n");
                                     break;
                      case 4: printf("Elements in postorder traversal are:");
                                     postorder(tree);
                                     printf("\n");
                                     break;
                      case 5: printf("Exiting program...");
                                     break:
                      default:printf("Invalid input!");
       }while(choice!=5);
}
void create(struct node *tree){
       tree = NULL;
}
struct node *insert(struct node *tree,int x){
       struct node *p,*temp,*root;
```

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p = (struct node *) malloc (sizeof(struct node));
       p->data = x;
       p->left = NULL;
       p->right = NULL;
       if(tree == NULL){
              tree = p;
              tree->left = NULL;
              tree->right = NULL;
       }else{
              root = NULL;
              temp = tree;
              while(temp != NULL){
                      root = temp;
                      if(x<temp->data){
                             temp = temp->left;
                      }else{
                             temp = temp->right;
                      }
              if(x<root->data){
                      root->left = p;
               }else{
                      root->right = p;
               }
       }
       return tree;
}
void inorder(struct node *tree){
       if(tree!=NULL){
              inorder(tree->left);
              printf("%d\t",tree->data);
              inorder(tree->right);
       }
}
void preorder(struct node *tree){
       if(tree!=NULL){
              printf("%d\t",tree->data);
              preorder(tree->left);
              preorder(tree->right);
}
void postorder(struct node *tree){
       if(tree!=NULL){
              postorder(tree->left);
              postorder(tree->right);
              printf("%d\t",tree->data);
       }
}
```

OUTPUT:

