```
//=====================
// latihan program Tree
// Pre-Order
//In-Order
//Post-Order
//=====================

#include <stdio.h>
#include <conio.h>
#include <iostream.h>

struct Node{
        int data;
        Node *kiri;
        Node *kanan;
  };

void tambah(Node **root,int databaru){
  if((*root) == NULL){
                Node *baru;
                baru = new Node;
                baru->data = databaru;
                baru->kiri = NULL;
                baru->kanan = NULL;
                (*root) = baru;
                (*root)->kiri = NULL;
                (*root)->kanan = NULL;
                printf("Data bertambah!");
        }
        else if(databaru < (*root)->data)
                tambah(&(*root)->kiri,databaru);
        else if(databaru > (*root)->data)
                tambah(&(*root)->kanan,databaru);
        else if(databaru == (*root)->data)
                printf("Data sudah ada!");
}

void preOrder(Node *root){
        if(root != NULL){
                printf("%d ",root->data);
                preOrder(root->kiri);
                preOrder(root->kanan);
        }
}

void inOrder(Node *root){
        if(root != NULL){
                inOrder(root->kiri);
                printf("%d ",root->data);
                inOrder(root->kanan);
        }
}
```

```c
void postOrder(Node *root){
    if(root != NULL){
        postOrder(root->kiri);
        postOrder(root->kanan);
        printf("%d ",root->data);
    }
}

void main(){
    int pil,c;
    Node *pohon,*t;
    pohon = NULL;

    do{
        clrscr();
        int data;
        cout<<"MENU\n";
        cout<<"1. Tambah\n";
        cout<<"2. Lihat pre-order\n";
        cout<<"3. Lihat in-order\n";
        cout<<"4. Lihat post-order\n";
        cout<<"5. Exit\n";
        cout<<"Pilihan : ";
        cin>>pil;
        switch(pil){
            case 1: cout<<"Data baru : ";
                cin>>data;
                tambah(&pohon,data);
                break;
            case 2:
                    if(pohon!=NULL)
                     preOrder(pohon);
            else
                cout<<"Masih kosong!";
                break;
            case 3:
                if(pohon!=NULL)
                   inOrder(pohon);
            else
                cout<<"Masih kosong!";
                break;
            case 4:
                if(pohon!=NULL)
                   postOrder(pohon);
                else
                cout<<"Masih kosong!";
                break;
        }
        getch();
    }while(pil!=5);
}
```