

Write a program

- a) To construct a binary search tree.
- b) To traverse the tree using all the methods
i.e. inorder, preorder & postorder.
- c) To display the elements in the tree.

```
#include <stdio.h>
#include <stdlib.h>
#include <conio.h>
```

```
struct node {
    struct node *llink;
    struct node *rlink;
    int info;
};
typedef struct node *NODE;
```

```
NODE getnode ( )
{
    NODE x = (NODE) malloc (size of (struct
    node));
    if (x == NULL) {
        printf ("Memory full\n");
        exit (0);
    }
    return x;
}

NODE insert (NODE root, int item)
{
    NODE temp, curr, prev;
    if (root == NULL)
        temp->info = item;
```

```

temp -> link = temp -> link = NULL;
if (root == NULL)
    return temp;
prev = NULL;
curr = root;
while (curr != NULL)
{
    prev = curr;
    curr = (item < (curr->info)) ? curr->link :
    curr->rlink;
}

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3

```

if (item < prev->info)
    prev->link = temp;
else
    prev->rlink = temp;
return root;
}

```

```

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

```

3

```

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

```

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```

void inorder (NODE root) {
    if (root != NULL) {
        postorder
    }
}

```



```

inorder (root->llink);
printf("%d\n", root->info);
inorder (root->rlink);
}
}

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);
    }
    else printf("Tree is empty.\n");
}

```

```

}

int main() {
    int item, choice;
    NODE root = NULL;
    for(;;)
    {
        printf("\n 1. insert 2. display 3. preorder 4. postorder 5. inorder 6. exit\n");
        printf("Enter the choice:\n");
        scanf("%d", &choice);
        switch (choice)
        {
            case 1: printf("Enter the item\n");
                    scanf("%d", &item); root = insert(root, item);
                    break;
            case 2: display (root, 0);
                    break;
            case 3: printf("Tree is empty\n");
                    break;
            case 4: printf("Tree is empty\n");
                    break;
            case 5: printf("Tree is empty\n");
                    break;
            case 6: printf("Tree is empty\n");
                    break;
            default: break;
        }
    }
}

```

~~if (n < 0) break;~~

Case 3: preorder(root);
break;

Case 4: postorder(root);
break;

Case 5: inorder(root);
break;

default: printf("wrong choice. Try Again\n");
exit(1);
break;

}

3.3