#include<stdio.h>

typedef struct node

{

int data;

struct node \*left;

struct node \*right;

} node;

node \*create()

{

node \*p;

int x;

printf("Enter data(-1 for no data):");

scanf("%d",&x);

if(x==-1)

return NULL;

p=(node\*)malloc(sizeof(node));

p->data=x;

printf("Enter left child of %d:\n",x);

p->left=create();

printf("Enter right child of %d:\n",x);

p->right=create();

return p;

}

void preorder(node \*t) //address of root node is passed in t

{

if(t!=NULL)

{

printf("\n%d",t->data); //visit the root

preorder(t->left); //preorder traversal on left subtree

preorder(t->right); //preorder traversal om right subtree

}

}

int main()

{

node \*root;

root=create();

printf("\nThe preorder traversal of tree is:\n");

preorder(root);

return 0;

}