#include <stdio.h>

#include <string.h>

#include <stdlib.h>

struct data{

char name[20];

int code;

struct data \*left;

struct data \*right;

} \*current, \*newnode;

struct data \*root = NULL;

struct code\_list{

int numb;

struct code \*next;

}\*curr , \*new\_node;

struct code \*head = NULL;

struct code \*tail= NULL;

int level = 0;

void input(){

newnode = (struct movie\*)malloc(sizeof(struct movie));

newnode->left = NULL;

newnode->right = NULL;

current = root;

if (root == NULL){

do{

printf("\n Input Tourism object's name[3..20]: ");

scanf("%[^\n]", newnode->name); getchar();

} while(strlen(newnode->name)<3 || strlen(newnode->name)>20);

do{

printf("\n Input Tourism object's code[1..100]: ");

scanf("%d", newnode->code);

}while(newnode->code < 1 || newnode->code > 100);

printf("\n\n--- Add Tourism Object's Success ---\n");

getchar();

sytem("cls");

}

}