Binary search

```
#include<stdio.h>
struct node
int data;
struct node *left,*right;
}*root=NULL,*newnode;
struct node* insert(struct node*,int);
void inorder(struct node *);
void preorder(struct node *);
void postorder(st # ruct node *);
struct node* insert(struct node *root,int ele)
if(root==NULL)#
newnode=(struct node*)malloc(sizeof(struct node));
newnode->data=ele;
newnode->left= NULL;
newnode->right=NULL;
return (newnode);
}
else if(ele>root->data)
root->right=insert(root->right,ele);
else if(ele<root->data)
root->left=insert(root->left,ele);
return (root);
}
void inorder(struct node *root)
{
if(root!=NULL)
{
```

```
inorder(root->left);
       printf("%d\t",root->data);
       inorder(root->right);
}
}
void preorder(struct node *root)
{
               if(root!=NULL)
{
printf("%d\t",root->data);
preorder(root->left);
preorder(root->right);
}
}
void postorder(struct node *root)
{
if(root!=NULL)
{
postorder(root->left);
postorder(root->right);
printf("%d\t",root->data);
}
}
int main()
int ele,op,n;
do
```

```
{
printf("\n***Main Menu*\n");
printf("1.Insert \n 2.Display-Inorder \n 3.Display-Postorder \n 4.Display-Preorder \n 5.Exit");\\
printf("\nEnter your option");
scanf("%d",&op);
switch(op)
{
case 1: printf("\nEnter element to insert");
scanf("%d",&ele);
root=insert(root,ele);
break;
case 2: inorder(root);break;
case 3:postorder(root);break;
case 4:preorder(root); break;
case 5: exit(0);
default: printf(" Please enter option between 1 to 5");
}
}while(op>0 && op<=5);
}
```

Output: