```
#include <stdio.h>
#include <stdlib.h>
struct node {
int data;
struct node* left;
struct node* right;
};
struct node* newNode(int data)
{
struct node* node
= (struct node*)malloc(sizeof(struct node));
node->data = data;
node->left = NULL;
node->right = NULL;
return (node);
}
```

```
void printPostorder(struct node* node)
{
if (node == NULL)
return;
printPostorder(node->left);
printPostorder(node->right);
printf("%d ", node->data);
}
void printInorder(struct node* node)
{
if (node == NULL)
return;
printInorder(node->left);
printf("%d ", node->data);
printInorder(node->right);
```

```
}
void printPreorder(struct node* node)
{
if (node == NULL)
return;
printf("%d ", node->data);
printPreorder(node->left);
printPreorder(node->right);
}
int main()
{
struct node* root = newNode(1);
root->left = newNode(2);
root->right = newNode(3);
root->left->left = newNode(4);
root->left->right = newNode(5);
```

```
printf("\nPreorder traversal of binary tree is \n");

printPreorder(root);

printf("\nInorder traversal of binary tree is \n");

printInorder(root);

printf("\nPostorder traversal of binary tree is \n");

printPostorder(root);

getchar();

return 0;
}
```

```
Preorder traversal of binary tree is
1 2 4 5 3
Inorder traversal of binary tree is
4 2 5 1 3
Postorder traversal of binary tree is
4 5 2 3 1
```