```c
#include <stdio.h>
struct Node {
    int data;
    struct Node* left;
    struct Node* right;
};
struct Node node9 = {9, NULL, NULL};
struct Node node15 = {15, NULL, NULL};
struct Node node7 = {7, NULL, NULL};
struct Node node20 = {20, &node15, &node7};
struct Node node3 = {3, &node9, &node20};
void inorder(struct Node* root) {
    if (root == NULL) return;
    inorder(root->left);
    printf("%d ", root->data);
    inorder(root->right);
}
void postorder(struct Node* root) {
    if (root == NULL) return;
    postorder(root->left);
    postorder(root->right);
    printf("%d ", root->data);
}
int main() {
    printf("Inorder Traversal: ");
    inorder(&node3);
    printf("\nPostorder Traversal: ");
    postorder(&node3);
    return 0;
}
```

```
Inorder Traversal: 9 3 15 20 7
Postorder Traversal: 9 15 7 20 3
```