

```
#include <iostream>
```

```
#include <algorithm>
```

```
using namespace std;
```

```
struct Node {
```

```
int data;
```

```
Node* left;
```

```
Node* right;
```

```
Node(int value) : data(value), left(nullptr), right(nullptr) {}
```

```
};
```

```
Node* insert(Node* root, int value) {
```

```
if (root == nullptr)
```

```
return new Node(value);
```

```
if (value < root->data)
```

```
root->left = insert(root->left, value);
```

```
else
```

```
root->right = insert(root->right, value);
```

```
return root;
```

```
}
```

```
bool search(Node* root, int value) {
```

```
if (root == nullptr)
```

```
return false;
```

```
if (root->data == value)
```

```
return true;
```

```
return value < root->data ? search(root->left, value) : search(root->right, value);
```

```
}
```

```
int depth(Node* root) {
```

```
if (root == nullptr)
```

```
return 0;
```

```
return 1 + max(depth(root->left), depth(root->right));
```

```
}
```

```
void displayLeafNodes(Node* root) {  
  
    if (root == nullptr)  
  
        return;  
  
    if (root->left == nullptr && root->right == nullptr) {  
  
        cout << root->data << " ";  
  
        return;  
  
    }  
  
    displayLeafNodes(root->left);  
  
    displayLeafNodes(root->right);  
  
}
```

```
int main() {  
  
    Node* root = nullptr;  
  
    int choice, value;  
  
    while (true) {
```

```
cout << "\nMenu:\n";
```

```
cout << "1. Insert\n";
```

```
cout << "2. Search\n";
```

```
cout << "3. Display Depth\n";
```

```
cout << "4. Display Leaf Nodes\n";
```

```
cout << "5. Exit\n";
```

```
cout << "Enter your choice: ";
```

```
cin >> choice;
```

```
switch (choice) {
```

```
case 1:
```

```
cout << "Enter value to insert: ";
```

```
cin >> value;
```

```
root = insert(root, value);
```

```
break;
```

```
case 2:
```

```
cout << "Enter value to search: ";
```

```
cin >> value;
```

```
if (search(root, value))
```

```
cout << "Found\n";
```

```
else
```

```
cout << "Not Found\n";
```

```
break;
```

```
case 3:
```

```
cout << "Depth of the tree: " << depth(root) << endl;
```

```
break;
```

```
case 4:
```

```
cout << "Leaf Nodes: ";
```

```
displayLeafNodes(root);
```

```
cout << endl;
```

```
break;
```

```
case 5:
```

```
cout << "Exiting program.\n";
```

```
return 0;
```

```
default:
```

```
cout << "Invalid choice. Please try again.\n";
```

```
}
```

```
}
```

```
}
```