

```
#include<stdio.h>
```

```
typedef struct node
```

```
{
```

```
    int data;
```

```
    struct node *left;
```

```
    struct node *right;
```

```
} node;
```

```
node *create()
```

```
{
```

```
    node *p;
```

```
    int x;
```

```
    printf("Enter data(-1 for no data):");
```

```
    scanf("%d",&x);
```

```
    if(x==-1)
```

```
        return NULL;
```

```
    p=(node*)malloc(sizeof(node));
```

```
    p->data=x;
```

```
    printf("Enter left child of %d:\n",x);
```

```
    p->left=create();
```

```

printf("Enter right child of %d:\n",x);

p->right=create();


return p;
}


void preorder(node *t)    //address of root node is passed in t
{
    if(t!=NULL)
    {
        printf("\n%d",t->data);    //visit the root

        preorder(t->left);    //preorder traversal on left subtree

        preorder(t->right);    //preorder traversal om right subtree
    }
}


int main()
{
    node *root;

    root=create();

    printf("\nThe preorder traversal of tree is:\n");

    preorder(root);

    return 0;
}

```