DAYANAND
1BM19CS043

```
#include <stdio.h>
#include <stdlib.h>
    struct node {
        int info;
        struct node *llink, *rlink;
}; typedef struct node *Node;
Node getnode(int item) {
 Node temp = (Node)malloc(sizeof(struct node));
 temp→info = item;
 temp→llink = temp→rlink = NULL;
  return temp; }
 Node insert(Node node, int info) {
  if (node==NULL)
  return getnode(info);
  if (info< node→info)
   node→llink= insert(node→llink, info);
  else
   node→rlink =insert(node→rlink, info);
   return node; }
 Void Preorder(Node root) {
  if(root==NULL){
   return;
  }
  Printf("%d →", root→info);
   Preorder(root→llink);
   Preorder( root→rlink); }
void inorder (Node root) {
   if(root == NULL){
     return;
    }
```

Pathod

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```
inorder (root -> llink);
Printf("%d -> ", root -> info);
inorder (root -> rlink); }
void postorder (Node root) {
  if(root == NULL) {
    return; }
  Postorder (root -> llink);
  Postorder (root -> rlink);
  Printf("%d -> ", root -> info); }
void display (Node robt, int i)
{ int j;
  if (root != NULL)
  { display (root -> rlink, i+1);
    for (j=0; j<I; j++)
      Printf(" ");
    Printf("%d\n", root -> info);
    display (root -> llink, i+1);
} }
int main() {
  Node root = NULL;
  int choice, item;
  for (;;) {
  Printf("\n1.Insert \n2.Preorder \n3. Inorder \n4.postorder
        \n5. Display \n6. Exit\n");
Printf("Enter choice: ");
 Scanf("%d", &item);
  root = inser  switch (choice) {
case 1 : Printf("Enter item to be inserted: ");
```

Rathod

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```
scanf("%d",&item);
  root = insert (root, item);
    break;
case 2 : printf(" Preorder traversal :");
          Preorder (root);
          break;
case 3 : printf(" Inorder traversal :");
          inorder(root);
           break;
case 4 : printf("Postorder traversal :");
           Postorder(root);
            break;
case 5 : display (root,0);
            break;
case 6 : exit(0);
default : printf(" Enter Proper instructions!!\n");
          break;
} }
  return 0;
}
```

Pesthod