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 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);

}

void printPostorder(struct node\* node)

{

if (node == NULL)

return;

printPostorder(node->left);

printPostorder(node->right);

printf("%d ", node->data);

}

int main()

{

struct node\* root = newNode(4);

root->left = newNode(2);

root->right = newNode(5);

root->left->left = newNode(1);

root->left->right = newNode(3);

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

printInorder(root);

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

printPostorder(root);

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

printPreorder(root);

getchar();

return 0;

}