#include<stdio.h>

#include<stdlib.h>

struct node{

int data;

struct node \*left, \*right;

};

struct node\* newNode(int item)

{

struct node\* temp=(struct node\*) malloc(sizeof(struct node));

temp->data=item;

temp->left=temp->right=NULL;

return temp;

}

struct node\* insert(struct node\* node, int item)

{

if(node==NULL)

return newNode(item);

if(item< node->data)

node->left=insert(node->left,item);

else if(item> node->data)

node->right=insert(node->right,item);

return node;

}

void inorder(struct node\* temp)

{

if (temp != NULL) {

inorder(temp->left);

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

inorder(temp->right);

}

}

int main()

{

struct node\* root = NULL;

int i,key,n,arr[10];

printf("Enter the number of elements you want to insert: ");

scanf("%d",&n);

printf("Enter the elements: ");

for(i=0;i<n;i++)

{

scanf("%d",&arr[i]);

}

root=insert(root,arr[0]);

for(i=1;i<n;i++)

{

insert(root,arr[i]);

}

inorder(root);

printf("\nThe root is: %d",root->data);

return 0;

}