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struct node {
    int data;
    struct node* left;
    struct node* right;
};

struct node* createNode(int data)
{
    struct node* newnode = (struct node*)malloc(sizeof(struct node));
    newnode->data = data;
    newnode->left = NULL;
    newnode->right = NULL;
    return (newnode);
}

void inorder (struct node* node) // Given a binary tree, print its nodes in inorder
{
    if (node == NULL)
        return;

    inorder(node->left); // First go to the left child
    printf("%d ", node->data); // Print the data left child
    inorder(node->right); // Secondly, go to the right child
}

int main()
{
    struct node* root = createNode(31);
    root->left = createNode(42);
    root->right = createNode(13);
    root->left->left = createNode(74);
    root->left->right = createNode(59);
    printf("Inorder traversal of binary tree is \n");

    inorder(root);
    return 0; }

```