Implementation of Binary Search Tree

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#include<stdio.h>
#include<conio.h>
struct node
 int data;
 struct node *leftChild;
 struct node *rightChild;
}*root=NULL;
struct node* insert(struct node *root, int data)
 if(root == NULL)
  {
   struct node *newNode=(struct node *)malloc(sizeof(struct node));
   newNode->data = data;
   newNode->leftChild = NULL;
   newNode->rightChild = NULL;
   return newNode;
 else if(data< root->data)
    root->leftChild = insert(root->leftChild,data);
  }
 else
  {
    root->rightChild = insert(root->rightChild,data);
  }
  return root;
}
void printPreorder(struct node* node)
{
   if(node== NULL)
     return;
   else
     printf("%d\t",node->data);
    // first recur on left subtree
    printPreorder(node->leftChild);
     // then recur on right subtree
```

```
printPreorder(node->rightChild);
   }
}
void printInorder(struct node* node)
   if(node== NULL)
     return;
   else
    // first recur on left subtree
    printInorder(node->leftChild);
    printf("%d\t",node->data);
    // then recur on right subtree
    printInorder(node->rightChild);
   }
}
void printPostorder(struct node* node)
{
   if(node== NULL)
     return;
   else
    // first recur on left subtree
    printPostorder(node->leftChild);
    // then recur on right subtree
    printPostorder(node->rightChild);
    printf("%d\t",node->data);
   }
}
int main()
  int c=0,value;
  while(c!=7)
    printf("\nEnter 1 for Insertion");
    printf("\nEnter 2 for Deletion");
    printf("\nEnter 3 for Searching");
    printf("\nEnter 4 for Postorder");
    printf("\nEnter 5 for Preorder");
```

```
printf("\nEnter 6 for Inorder");
printf("\nEnter 7 for Exit");
printf("\nEnter your choice: ");
scanf("%d",&c);
switch(c)
{
  case 1:
  {
    printf("\nEnter value: ");
    scanf("%d",&value);
    root = insert(root,value);
    break;
  }
  case 2:
  {
    printf("\nEnter value to delete: ");
    scanf("%d",&value);
  // delete(value);
    break;
  }
  case 3:
    printf("\nEnter value to search: ");
    scanf("%d",&value);
    //search(value);
    break;
  }
  case 4:
    printPostorder(root);
    break;
  }
  case 5:
    printPreorder(root);
    break;
  }
  case 6:
    printInorder(root);
    break;
  }
  case 7:
    break;
```

```
}
    default:
    {
        printf("\nInvalid Choice");
        break;
     }
    }
}
return 0;
```