

Data Structure and Algorithm (MCA 271)

ESE 3 –

BY

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SUBMITTED TO

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Program Description:

Code of the program

Output: - Paste the o/p of the program.

Name - Himanshu Heda Set - 2 Roll No. - 24225013 ESE-3 Date - 15-01-25 9.1) Tree . is a non-linear DataStructure. - It is basically fresent in form of a tree like Structure ultich contains soot node, head node, leaf node which will define the relation ships among the nodes like the parrent child relationship. Tree traversal: --> It is a Isowerlal which is on a tree allange the thee's data an order with the chelp thee there's al. -) In thee thouserful we will thouserse the data from the hool node, left mode or right node to sold any data which is frederit





To Baically we can perform thee thousering which with 3 methods That are :-Pre fin : -It is use to travelle from the left to the head then to there Irigh side righ side of is lost = 10 While root = 10 Tree -> Data Steps:- hilforde soot Data -> left)
Step 4:- Brechder (Data -> root)
Step 5:- Brechder (Data -> Proot) Step 6: - Close while Code : rehile (root = 10) Print (" The value of next ");
Scanf (" %d", & root);
Prefeder (Data - left);



Inford: Inorder:

In this fin first nee will

go to the left node then nee

reill go to the root node

the right node traverse to Algo:

Stef: - rehile (root = !0)

Step 2: - if (front = 0) :- In order (Doita > head)
:- Close if r:- else Step 6:- Inorder (Data -> left) Step 7:- In order (Data -> Right) Stop 8: - Close Use Sty 9:- Close while Coole :-While (root = ! 0) & if Edutar = 0) Inorder (Data & head); else Inorder (Data - Juft); In order (Data - Jught);

Tree Traversal: --

```
#include <stdio.h>
#include <stdlib.h>
// Define the structure for a binary tree node
struct Node {
   int data;
    struct Node* left;
    struct Node* right;
};
// Function to create a new node
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;
// Function to perform In-order traversal
void inOrderTraversal(struct Node* root) {
    if (root == NULL) return;
    inOrderTraversal(root->left);
    printf("%d ", root->data);
    inOrderTraversal(root->right);
// Function to perform Pre-order traversal
void preOrderTraversal(struct Node* root) {
    if (root == NULL) return;
    printf("%d ", root->data);
    preOrderTraversal(root->left);
    preOrderTraversal(root->right);
// Function to perform Post-order traversal
void postOrderTraversal(struct Node* root) {
```

```
if (root == NULL) return;
    postOrderTraversal(root->left);
    postOrderTraversal(root->right);
   printf("%d ", root->data);
int main() {
   // Creating a sample binary tree
    struct Node* root = createNode(1);
    root->left = createNode(2);
    root->right = createNode(3);
    root->left->left = createNode(4);
    root->left->right = createNode(5);
    root->right->left = createNode(6);
    root->right->right = createNode(7);
    // Performing In-order traversal
    printf("In-order Traversal: ");
    inOrderTraversal(root);
    printf("\n");
    // Performing Pre-order traversal
    printf("Pre-order Traversal: ");
    preOrderTraversal(root);
    printf("\n");
    // Performing Post-order traversal
    printf("Post-order Traversal: ");
    postOrderTraversal(root);
    printf("\n");
    return 0;
```

OUTPUT: --

```
[Running] cd "d:\2MCA\DSA\" && gcc Tree_Traversal.c -o
```

In-order Traversal: 4 2 5 1 6 3 7
Pre-order Traversal: 1 2 4 5 3 6 7
Post-order Traversal: 4 5 2 6 7 3 1

[Done] exited with code=0 in 1.525 seconds