

```

#include <stdio.h>
#include "tree.h"

int main(int argc, const char *argv[])
{
    bitree * r;

    if ((r = tree_create()) == NULL)
        return -1;

    preorder(r);
    puts("");

    inorder(r);
    puts("");

    postorder(r);
    puts("");

    layerorder(r);

    return 0;
}

```

create → 接 判
 → preorder → r puts
 inorder → ' '
 postorder → ' '
 layerorder → ' '