```c
#ifndef _TREE_H_
#define _TREE_H_

typedef char data_t;

typedef struct node_t {
    data_t data;
    struct node_t * left;
    struct node_t * right;
}bitree;

bitree * tree_create();
void preorder(bitree * r);
void inorder(bitree * r);
void postorder(bitree * r);
void layerorder(bitree * r);

#endif
```