```
struct { ]
#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);
                                                                 tree - create( hitree x)
void postorder(bitree * r);
void layerorder(bitree * r);
#endif
```