

Assignment - 04

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Develop a C program to implement the tree traversal (Inorder, Preorder, Postorder)

```
#include <stdio.h>
```

```
#include <stdlib.h>
```

```
struct {
```

```
    int data;
```

```
    struct Node *left;
```

```
    struct Node *right;
```

```
};
```

```
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;
```

```
void inorder (struct node * root) {
```

```
    if (root == NULL)
```

```
        return;
```

```
    inorder (root->left);
```

```
    printf ("%d", root->data);
```

```
    preorder (root->left);
```

```
    preorder (root->right);
```

```
}
```

```
void postorder (struct node * root) {
```

```
    if (root == NULL)
```

```
        return;
```

```
    postorder (root->left);
```

```
    postorder (root->right);
```

```
    printf ("%d", root->data);
```

```
}
```

```

int main() {
    struct node * root = create node(1);
    root → left = create node(2);
    root → right = create node(3);
    root → left → left = create node(4);
    root → left → right = create node(5);
    root → right → left = create node(6);
    root → right → right = create node(7);

    printf("Inorder traversal:");
    inorder (root);
    printf("\n");
    printf("preorder traversal:");
    preorder (root);
    printf("\n");
    printf("Postorder traversal:");
    postorder (root);
    printf("\n");
    return 0;
}

```

2. Construct AVL tree for the following elements
3, 2, 14, 5, 6, 7 followed by 10 to 16 in reverse
order.

3, 2, 14, 5, 6, 7, 16, 15, 14, 13, 12, 11, 10



