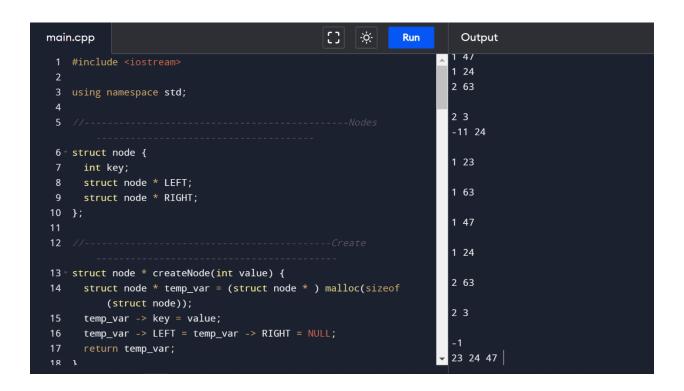
```
main.cpp
                                            Run
                                                                Output
                                                               1 5
                                                              1 6
 3 using namespace std;
                                                              2 3
                                                               1 1
 6 struct node {
                                                               1 2
 7 int key;
   struct node * LEFT;
                                                               1 3
   struct node * RIGHT;
                                                               1 5
13 struct node * createNode(int value) {
                                                               1 6
struct node * temp_var = (struct node * ) malloc(sizeof
       (struct node));
                                                               2 3
15 temp_var -> key = value;
16 temp_var -> LEFT = temp_var -> RIGHT = NULL;
     return temp_var;
                                                             12456
```



```
Output
main.cpp
                                                           Run
                                                                  2 0
        switch (operation) {
108
109
                                                                    2 3
        cin >> operand;
110
         root_value = insertNode(root_value, operand);
         cin >> operation;
         break;
                                                                    1 2
                                                                    1 0
        cin >> operand;
        root_value = deleteNode(root_value, operand);
                                                                    2 0
118
         cin >> operation;
119
                                                                    1 2
122
          cout << "Invalid!\n";</pre>
                                                                   2 3
      traverseInOrder(root_value);
```