#include<iostream>

using namespace std;

struct node {

int data;

struct node \*left;

struct node \*right;

};

struct node \*createNode(int val) {

struct node \*temp = (struct node \*)malloc(sizeof(struct node));

temp->data = val;

temp->left = temp->right = NULL;

return temp;

}

void inorder(struct node \*root) {

if (root != NULL) {

inorder(root->left);

cout<<root->data<<" ";

inorder(root->right);

}

}

struct node\* insertNode(struct node\* node, int val) {

if (node == NULL) return createNode(val);

if (val < node->data)

node->left = insertNode(node->left, val);

else if (val > node->data)

node->right = insertNode(node->right, val);

return node;

}

int main() {

struct node \*root = NULL;

root = insertNode(root, 4);

insertNode(root, 5);

insertNode(root, 2);

insertNode(root, 9);

insertNode(root, 1);

insertNode(root, 3);

cout<<"In-Order traversal of the Binary Search Tree is: ";

inorder(root);

return 0;

}