

```
/* C program to print preorder, inorder, and postorder traversal on Binary tree */
```

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

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

```
struct node
```

```
{
```

```
    int data;
```

```
    struct node* left;
```

```
    struct node* right;
```

```
};
```

```
struct node* newNode(int value)
```

```
{
```

```
    struct node* node = (struct node*)malloc(sizeof(struct node));
```

```
    node->data = value;
```

```
    node->left = NULL;
```

```
    node->right = NULL;
```

```
    return node;
```

```
}
```

```
void Preorder(struct node* node)
```

```
{
```

```
    if (node == NULL)
```

```
        return;
```

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

```
    Preorder(node->left);
```

```
    Preorder(node->right);
```

```
}
```

```
void Inorder(struct node* node)
```

```
{
```

```
    if (node == NULL)
```

```
        return;
```

```
    Inorder(node->left);
```

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

```
    Inorder(node->right);
```

```
}
```

```
void Postorder(struct node* node)
```

```
{
```

```
    if (node == NULL)
```

```
        return;
```

```

    Postorder(node->left);
    Postorder(node->right);
    printf("%d ->", node->data);
}

int main()
{
    struct node *root    = newNode(9);
    root->left           = newNode(8);
    root->right          = newNode(7);
    root->left->left      = newNode(6);
    root->left->right     = newNode(5);

    printf("\nPreorder traversal of binary tree is \n");
    Preorder(root);

    printf("\nInorder traversal of binary tree is \n");
    Inorder(root);

    printf("\nPostorder traversal of binary tree is \n");
    Postorder(root);

    getchar();
    return 0;
}

```

Output:

```

Preorder traversal of binary tree is
9 ->8 ->6 ->5 ->7 ->
Inorder traversal of binary tree is
6 ->8 ->5 ->9 ->7 ->
Postorder traversal of binary tree is
6 ->5 ->8 ->7 ->9 ->

```

/\* C program to create (or insert) and inorder traversal on Binary search tree \*/

```

#include<stdio.h>
#include<stdlib.h>
struct node
{
    int data;
    struct node* left;

```

```

    struct node* right;
};

struct node* createNode(int value)
{
    struct node* newNode = malloc(sizeof(struct node));
    newNode->data = value;
    newNode->left = NULL;
    newNode->right = NULL;
    return newNode;
}

```

```

void Inorder(struct node* node)
{
    if (node == NULL)
        return;
    Inorder(node->left);
    printf("%d ->", node->data);
    Inorder(node->right);
}

```

```

void main()
{
    struct node* root = createNode(9);
    root->left = createNode(8);
    root->right = createNode(7);
    root->left->left = createNode(6);
    root->left->right = createNode(5);

    printf("\nInorder traversal \n");
    Inorder(root);
}

```

Output:

```

Inorder traversal
6 ->8 ->5 ->9 ->7 ->

```

/\* C program for linear search algorithm \*/

```

#include<stdio.h>
int main()
{
    int arr[10], se, i, n;
    printf("Enter the number of elements to be used in an array:\n");
    scanf("%d",&n);
    printf("Enter %d numbers\n", n);
    for ( i = 0 ; i < n ; i++ )
        scanf("%d",&arr[i]);
    printf("Enter the number to search\n");
    scanf("%d",&se);
    for ( i = 0 ; i < n ; i++ )
    {
        if ( arr[i] == se )
        {
            printf("%d is present at location %d.\n", se, i+1);
            break;
        }
    }
    if ( i == n )
        printf("%d is not present in array.\n", se);
    return 0;
}

```

Output:

```

Enter the number of elements to be used in an array:
5
Enter 5 numbers
1
2
3
4
5
Enter the number to search
4
4 is present at location 4.

```

/\* C program for binary search algorithm\*/

```

#include<stdio.h>
int main()
{
    int arr[10], se, i, n, found=0, top, mid, bot;
    printf("Enter the number of elements to be used in an array:\n");
    scanf("%d",&n);
    printf("Enter %d numbers\n", n);
    for ( i = 0 ; i < n ; i++ )
        scanf("%d",&arr[i]);
    printf("Enter the number to search\n");
    scanf("%d",&se);
    top=0;
    bot=n-1;

    while(top<=bot)
    {
        mid = (top+bot) / 2 ;
        if(arr[mid]==se)
        {
            found=1;
            break;
        }
        else if (arr[mid]>se)
        {
            bot=mid-1;
        }
        else if(arr[mid]<se)
        {
            top=mid+1;
        }
    }

    if(found==1)
    {
        printf("%d is present at location %d.\n", se, mid+1);
    }
    else
    {
        printf("%d is not present in array.\n", se);
    }
    return 0;
}

```

Output:

Enter the number of elements to be used in an array:

5

Enter 5 numbers

1

2

3

4

5

Enter the number to search

5

5 is present at location 5.