

Lab Program 10:-

#include <stdio.h>

#include <stdlib.h>

typedef struct Bst {

int data;

struct Bst *left, *right;

} node;

node *create() {

node *temp; *newnode;

int value;

printf("Enter value:");

scanf("%d\n", &value);

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

newnode->data = value;

newnode->left = newnode->right = NULL;

return newnode;

}

void insert (node *root, node *temp) {

if (temp->data < root->data) {

if (root->left == NULL)

root->left = temp;

else

insert (root->left, temp);

}

if (temp->data > root->data) {

if (root->right == NULL)

root->right = temp;

else

insert (root->right, temp);

}

}

}

→

```
void inorder (node *root) {  
    if (root != NULL) {  
        inorder (root->left);  
        printf ("%d", root->data);  
        inorder (root->right);  
    }  
}
```

```
void preorder (node *root) {  
    if (root != NULL) {  
        preorder  
        printf ("%d", root->data);  
        preorder (root->left);  
        preorder (root->right);  
    }  
}
```

```
void postorder (node *root) {  
    if (root != NULL) {  
        postorder (root->left);  
        postorder (root->right);  
        printf ("%d", root->data);  
    }  
}
```

```
}
```