```c
// Tree traversal in C

#include <stdio.h>
#include <stdlib.h>

struct node {
  int item;
  struct node* left;
  struct node* right;
};

// Inorder traversal
void inorderTraversal(struct node* root) {
  if (root == NULL) return;
  inorderTraversal(root->left);
  printf("%d ->", root->item);
  inorderTraversal(root->right);
}

// preorderTraversal traversal
void preorderTraversal(struct node* root) {
  if (root == NULL) return;
  printf("%d ->", root->item);
  preorderTraversal(root->left);
  preorderTraversal(root->right);
}

// postorderTraversal traversal
void postorderTraversal(struct node* root) {
  if (root == NULL) return;
  postorderTraversal(root->left);
  postorderTraversal(root->right);
  printf("%d ->", root->item);
}

// Create a new Node
struct node* createNode(value) {
  struct node* newNode = malloc(sizeof(struct node));
  newNode->item = value;
  newNode->left = NULL;
  newNode->right = NULL;

  return newNode;
}

// Insert on the left of the node
struct node* insertLeft(struct node* root, int value) {
  root->left = createNode(value);
  return root->left;
}

// Insert on the right of the node
struct node* insertRight(struct node* root, int value) {
  root->right = createNode(value);
  return root->right;
}

int main() {
```

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  struct node* root = createNode(1);
  insertLeft(root, 12);
  insertRight(root, 9);

  insertLeft(root->left, 5);
  insertRight(root->left, 6);

  printf("Inorder traversal \n");
  inorderTraversal(root);

  printf("\nPreorder traversal \n");
  preorderTraversal(root);

  printf("\nPostorder traversal \n");
  postorderTraversal(root);
}
```

```
Preorder traversal
1 ->12 ->5 ->6 ->9 ->
Postorder traversal
5 ->6 ->12 ->9 ->1 ->

...Program finished with exit code 0
Press ENTER to exit console.
```