

```

#include<stdio.h>

#include<stdlib.h>

struct node{

    struct node* left;

    int data;

    struct node* right;

};

struct node* createTree();

void preOrder(struct node* );

void postOrder(struct node* );

void inOrder(struct node* );

int main(){

    struct node* root = NULL;

    root = createTree();

    printf("the pre order is:\n");

    preOrder(root);


    printf("the post order is:\n");

    postOrder(root);

    printf("the inoder is :\n");

    inOrder(root);

}

struct node* createTree(){

    struct node* newnode = NULL;

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

    int data;

    printf("enter the data(-1 for no node)");

    scanf("%d",&data);

    if(data== -1)

        return 0;

    newnode->data = data;

```

```

printf("enter the left child of %d\n",data);
newnode->left = createTree();
printf("enter the right child of %d\n",data);
newnode->right = createTree();
return newnode;
}

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

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

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

```

}

```
C:\Users\nagir\OneDrive\Documents\exp 13.exe
enter the data(-1 for no node)1
enter the left child of 1
enter the data(-1 for no node)1
enter the left child of 1
enter the data(-1 for no node)3
enter the left child of 3
enter the data(-1 for no node)-1
enter the right child of 3
enter the data(-1 for no node)-1
enter the right child of 1
enter the data(-1 for no node)-1
enter the right child of 1
enter the data(-1 for no node)-1
the pre order is:
1 1 3 the post order is:
3 1 1 the inoder is :
3 1 1
-----
Process exited after 18.47 seconds with return value 0
Press any key to continue . . .
```