EXPERIMENT-6

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#include<stdio.h>
#include<stdlib.h>
#include<malloc.h>
struct node
int data:
struct node *left;
struct node *right;
};
struct node *tree;
void create(struct node *);
struct node *insert(struct node *,int);
void inorder(struct node *);
void preorder(struct node *);
void postorder(struct node *);
void main()
printf("\nwelcome to implementation of Binary tree traversals\n");
int choice,x;
struct node *ptr;
create(tree);
do
printf("\noperations available:\n");
printf("\n1.insert a node");
printf("\n2.Disply inorder traversal");
printf("\n3.Display preorder traversal");
printf("\n4.Display postorder traversal");
printf("\n5.exit");
printf("\nenter your choice:");
scanf("%d",&choice);
switch(choice)
{
case 1:
printf("\nEnter the data to be inserted:");
scanf("%d",&x);
tree=insert(tree,x);
break:
case 2:
printf("\nelements in the inorder traversal are:");
inorder(tree);
printf("\n");
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break;
case 3:
printf("\nelements in the preorder traversal are:");
preorder(tree);
printf("\n");
break;
case 4:
printf("\nelements in the postorder traversal are:");
postorder(tree);
printf("\n");
break;
case 5:
printf("\nExit, Program Finished!!");
break;
default:
printf("\nplease enter valid option 1,2,3,4,5.");
break;
}
while(choice!=5);
void create(struct node *tree)
tree=NULL;
struct node *insert(struct node *tree,int x)
struct node *p,*temp,*root;
p=(struct node *)malloc(sizeof(struct node));
p->data=x;
p->left=NULL;
p->right=NULL;
if(tree==NULL)
tree=p;
tree->left=NULL;
tree->right=NULL;
}
else
root=NULL;
temp=tree;
while(temp!=NULL)
{
root=temp;
if(x<temp->data)
temp=temp->left;
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else
{
temp=temp->right;
}
}
if(x<root->data)
{
root->left=p;
}
else
{
root->right=p;
}
}
return tree
}
```



