```cpp
 # include <iostream>
# include <cstdlib>
# include <string.h>
using namespace std;
struct dt_node
{

char caption[ 10];
int chapters;
struct dt_node *cnode[10];
}*root;
class BOOK
{

public:
void create_tree();
void display(dt_node *rl);
BOOK()
{
root = NULL;
}
};
void BOOK::create_tree()
{

int chp_cnt,i,j,k;
root = new dt_node();
cout<<"Enter name of book :";
cin>>root->caption;
cout<<"Enter no. of chapters in book :";
cin>>chp_cnt;
root->chapters = chp_cnt;
for(i=0;i<chp_cnt;i++)
{
    root->cnode[i] = new dt_node;
cout<<"Enter Chapter name\n ";
cin>>root->cnode[i]->caption;
cout<<"Enter no. of sections in Chapter: "<<root->cnode[i]->caption;
cin>>root->cnode[i]->chapters;
for(j=0;j<root->cnode[i]->chapters;j++)
{
root->cnode[i]->cnode[j] = new dt_node;
cout<<"\nEnter Section "<<j+1<<"'name\n ";
cin>>root->cnode[i]->cnode[j]->caption;

}
}
}
void BOOK::display(dt_node *rl)
{
int i,j,k,chp_cnt;
if(rl != NULL)
cout<<"\n-----Book Hierarchy--";
cout<<"\n Book title: "<<rl->caption;
chp_cnt =rl->chapters;
```

```cpp
for(i=0;i<chp_cnt;i++)
{
cout<<"\n Chapter: "<<i+1;
cout<<" "<<rl->cnode[i]->caption;
cout<<"\n Sections: ";
for(j=0;j<rl->cnode[i]->chapters;j++)
{

cout<<" "<<rl->cnode[i]->cnode[j]->caption;
}
}
}
int main()
{

int choice;
BOOK BOOK;

while (1)
{

cout<<"\nBook Tree Creation "<<endl;

cout<<"1.Create"<<endl;
cout<<"2.Display"<<endl;
cout<<"3.Quit"<<endl;
cout<<"Enter your choice :";
cin>>choice;
switch(choice)
{
    case 1:
BOOK.create_tree();
case 2:
BOOK.display(root);
break;
case 3:
exit(1);
default:
cout<<"Wrong";
}
}
}
```