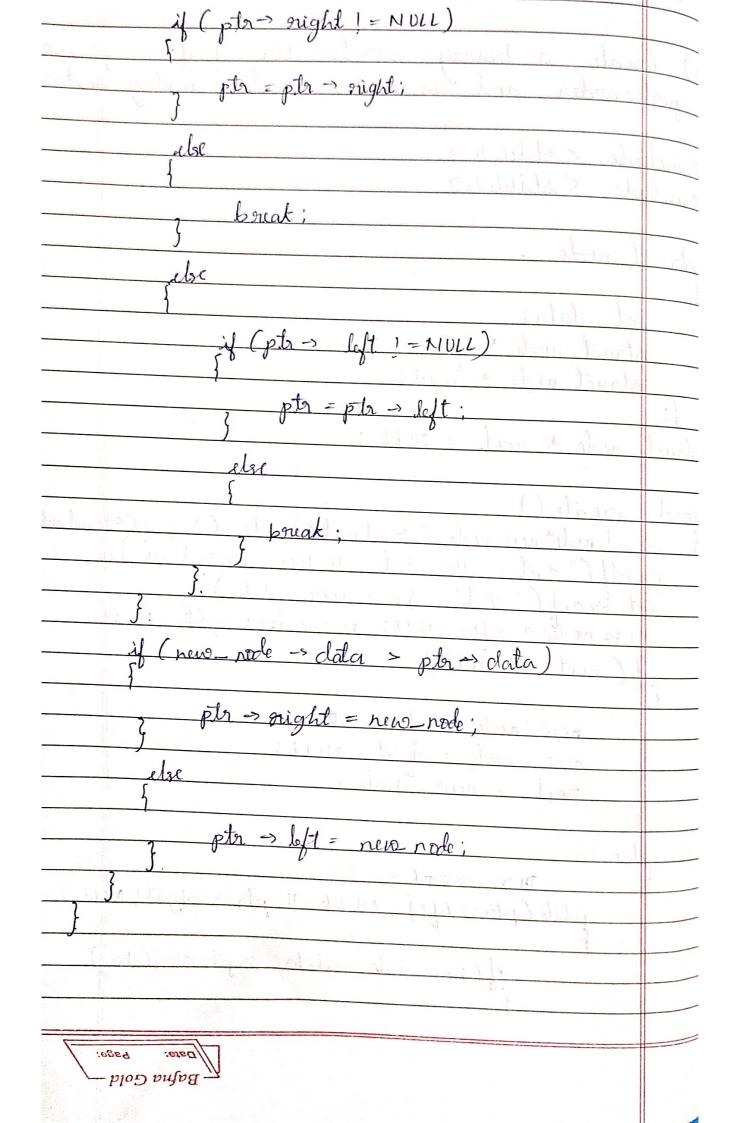
LAB=8 15/02/24.	
1) Greate a binary setterch tree perform port-order and in-order and display	re-order onlers.
# include < stdio.h> # include < stdlib.h>	
struct nocle  int data;	
struct node * deft;  struct node * right;	
struct node & noot = NULL;	
roid ereale ()  1 struct node new node = (struct node*) mallor (size of (s	
rewrode -> left = NOLL; new rode => origine = 18022 if ( groot = = NULL)	`)
new-node -> left = NULL; new-node -> sright = NULL; noot = new-node;	
else  Pt = 50 ot -6  while (ptr -> left! = NULL 11 plr -> gright!=No	
ishile (ptr -> left! = NVLL 11 plr -> gight!=No {  y (new node -> data > ptr -> data	)
<b>\begin{align*}</b>	7



voide pre-order (struct node ptr) struct node todrav ptr; if (ptr = NULL) printy (" ./d", plr -> data); pre-order (ptr -> deft); pre-order (ptr -> right); void inorder (struct node + plr) struct node + frax = plr; if (ptr! = NOLL) inorder (plr -> left);
porinty ("'/d", plr -> data);
inorder (ptr -> night); void port order (strud node + ptr) struct node + trao = ptr; (ptr != NULL) port order (ptr > left);

port order (ptr > oright)

porint ("'/d", ptr > data);

Did main()	
print (" Enter In !. (reale In 2. Presorda In 3. I, 4. poits order In 5. Enit In");	abro-c
4. poil-order (n 5. Enit (n");	- Red
int ch;	
do (	-
perints ("Enter your choice n");	
point ("Enter your choice \n"); scarf ("1.d", sch);	
Switch (ch)	
case 1: create();	
break; I have broken redom	1
Case 2: pre-order (noot);	1
break; to mot the trust	100
case 3: inorder (grod);	
break;	
case 4: post -order (root);	
break;	
- I de la calanta	
} while (ch1=5);	
	3
output:	
	0.
Enter	
1. Create	
2. Pre-order	
3. In-order	
4. post-order	
3. ÉX17	
Enter your choile	
1	

Bafna Gold—

