```c
#include<stdio.h>
#include<stdlib.h>
struct node
  {
    int data;
    struct node* left;
    struct node* right;
  };
    struct node* root;
    struct node* insert(struct node* r,int datatonode)
    {
    if(r == NULL)
    {
        r = (struct node*)malloc (sizeof(struct node));
        r->data = datatonode;
        r->left = NULL;
        r->right = NULL;
    }
    else if(datatonode < r->data)
    r->left= insert(r->left,datatonode);
    else
    r->right = insert(r->right,datatonode);
    return r;
}
void inOrder(struct node* r)
{
if(r!= NULL)
{
inOrder(r->left);
printf("%d",r->data);
inOrder(r->right);
}
}
void preOrder(struct node* r)
{
if(r!= NULL)
{
printf("%d",r->data);
preOrder(r->left);
preOrder(r->right);
}
}
void postOrder(struct node* r)
{
if(r!= NULL)
{
postOrder(r->left);
postOrder(r->right);
printf("%d",r->data);
}
}
int main()
{
root = NULL;
int number,value;
printf("Enter the number of elements to be inserted?\n");
scanf("%d",&number);
for(int i=0;i<number;i++)
{
printf("Data no %d is ",i+1);
scanf("%d",&value);
root = insert(root,value);
}
printf("INRODER TARVERSAL\n");
inOrder(root);
printf("\n");
printf("PREORDER TRAVERSAL \n");
preOrder(root);
printf("\n");
printf("POSTORDRER TRAVERSAL \n");
postOrder(root);
printf("\n");
return 0;
}
```