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# Week-8

Write a program to construct a binary search tree Traverse and display using inorder, postorder, preorder.

```
#include <stdio.h>
#include <stdlib.h>
struct Node
{
    int data;
    struct Node* left;
    struct Node* right;
};
struct Node * newNode(int data)
{
    struct Node *node = (struct Node*)malloc(sizeof(struct Node));
    node -> data = data;
    node -> left = node -> right = NULL;
    return node;
}
struct Node *insert (struct Node *root, int data)
{
    if(root == NULL)
        return newNode(data);
    if(data <= root -> data)
        root -> left = insert(root -> left, data);
    else
        root -> right = insert(root -> right, data);
}
void inorder (struct Node* temp)
{
    if (temp == NULL)
        return;
    inorder (temp -> left);
    printf("%d ", temp -> data);
    inorder (temp -> right);
}
```

```
void preorder (struct Node * temp)
{
    if (temp == NULL)
        return;
    printf ("%d ", temp -> data);
    preorder (temp -> left);
    preorder (temp -> right);
}
void postorder (struct Node * temp)
{
    if (temp == NULL)
        return;
    postorder (temp -> left);
    postorder (temp -> right);
    printf ("%d ", temp -> data);
}

void main()
{
    struct Node *root = NULL;
    int data, choice;
    root = insert (root, 20);
    root = insert (root, 10);
    root = insert (root, 5);
    root = insert (root, 15);
    root = insert (root, 40);
    root = insert (root, 30);
    root = insert (root, 50);
    printf ("\n the inorder traversal is: \n");
    inorder (root);
    printf ("\n");
    printf ("\n the preorder traversal is: \n");
    preorder (root);
    printf ("\n");
```

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```
    printf("\n the postorder traversal is : \n");
    postorder(root);
    printf("\n");
}
```

Output :-

the inorder traversal is :

5 10 15 20 30 40 50

the preorder traversal is :

20 10 5 15 40 30 50

the postorder traversal is :

5 15 10 30 50 40 20