#include <stdio.h>

#include <stdbool.h>

#include <stdlib.h>

//Represent a node of binary tree

Struct node{

Int data;

Struct node \*left;

Struct node \*right;

};

//Represent the root of binary tree

Struct node \*root = NULL;

Static bool flag = false;

//createNode() will create a new node

Struct node\* createNode(int data){

//Create a new node

Struct node \*newNode = (struct node\*)malloc(sizeof(struct node));

newNode->data = data;

newNode->left = NULL;

newNode->right = NULL;

return newNode;

}

Void searchNode(struct node \*temp, int value){

//Check whether tree is empty

If(root == NULL){

Printf(“Tree is empty\n”);

}

Else{

If(temp->data == value){

Flag = true;

Return;

}

If(flag == false && temp->left != NULL){

searchNode(temp->left, value);

}

If(flag == false && temp->right != NULL){

searchNode(temp->right, value);

}

}

}

Int main()

{

//Add nodes to the binary tree

Root = createNode(1);

Root->left = createNode(2);

Root->right = createNode(3);

Root->left->left = createNode(4);

Root->right->left = createNode(5);

Root->right->right = createNode(6);

searchNode(root, 5);

if(flag)

printf(“Element is present in the binary tree”);

else

printf(“Element is not present in the binary tree”);

return 0;

}