/*searching in BST*/

```
#include <stdio.h>
#include <stdbool.h>
#include <stdlib.h>
//Represent a node of binary search tree
struct node{
int data;
struct node *left;
struct node *right;
};
//Represent the root of binary search 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 search tree");
else
printf("Element is not present in the binary search tree");
return 0;
}
```

