/*binary search tree insert,traversal,search*/

```
#include<stdlib.h>
#include<stdio.h>
struct node {
int data;
struct node* right, * left;
};
struct node*tree;
void insert(struct node ** tree, int val)
  struct node *temp = NULL;
  if(!(*tree))
    temp = (struct node *)malloc(sizeof(struct node*));
    temp->left = temp->right = NULL;
    temp->data = val;
    *tree = temp;
    return;
  }
  if(val < (*tree)->data)
  {
    insert(&(*tree)->left, val);
  }
  else if(val > (*tree)->data)
  {
    insert(&(*tree)->right, val);
  }
}
```

```
void print_preorder(struct node* tree)
{
  if (tree)
  {
    printf("%d\n",tree->data);
    print_preorder(tree->left);
    print_preorder(tree->right);
  }
}
void print_inorder(struct node * tree)
{
  if (tree)
  {
    print_inorder(tree->left);
    printf("%d\n",tree->data);
    print_inorder(tree->right);
  }
}
void print_postorder(struct node * tree)
{
  if (tree)
  {
    print_postorder(tree->left);
    print_postorder(tree->right);
    printf("%d\n",tree->data);
  }
}
```

```
struct node* search(struct node ** tree, int val)
{
  if(!(*tree))
  {
    return NULL;
  }
  if(val < (*tree)->data)
  {
    search(&((*tree)->left), val);
  }
  else if(val > (*tree)->data)
  {
    search(&((*tree)->right), val);
  }
  else if(val == (*tree)->data)
    return *tree;
  }
}
int main()
{
  node *root;
  node *tmp;
  //int I;
  root = NULL;
  /* Inserting nodes into tree */
```

```
insert(&root, 9);
insert(&root, 4);
insert(&root, 15);
insert(&root, 6);
insert(&root, 12);
insert(&root, 17);
insert(&root, 2);
/* Printing nodes of tree */
printf("Pre Order Display\n");
print_preorder(root);
printf("In Order Display\n");
print_inorder(root);
printf("Post Order Display\n");
print_postorder(root);
/* Search node into tree */
tmp = search(&root, 4);
if (tmp)
{
  printf("Searched node=%d\n", tmp->data);
}
else
{
  printf("Data Not found in tree.\n");
}
```

}