

```
/*binary tree all traversal*/
```

```
#include <stdio.h>
```

```
#include <stdlib.h>
```

```
struct node {  
    int item;  
    struct node* left;  
    struct node* right;  
};
```

```
// Inorder traversal
```

```
void inorderTraversal(struct node* root) {  
    if (root == NULL) return;  
    inorderTraversal(root->left);  
    printf("%d ->", root->item);  
    inorderTraversal(root->right);  
}
```

```
// Preorder traversal
```

```
void preorderTraversal(struct node* root) {  
    if (root == NULL) return;  
    printf("%d ->", root->item);  
    preorderTraversal(root->left);  
    preorderTraversal(root->right);  
}
```

```
// Postorder traversal
```

```
void postorderTraversal(struct node* root) {  
    if (root == NULL) return;  
    postorderTraversal(root->left);  
    postorderTraversal(root->right);
```

```
printf("%d ->", root->item);  
}
```

```
// Create a new Node
```

```
struct node* createNode(int value) {
```

```
    struct node* newNode = (struct node*)malloc(sizeof(struct node));
```

```
    newNode->item = value;
```

```
    newNode->left = NULL;
```

```
    newNode->right = NULL;
```

```
    return newNode;
```

```
}
```

```
// Insert on the left of the node
```

```
struct node* insertLeft(struct node* root, int value) {
```

```
    root->left = createNode(value);
```

```
    return root->left;
```

```
}
```

```
// Insert on the right of the node
```

```
struct node* insertRight(struct node* root, int value) {
```

```
    root->right = createNode(value);
```

```
    return root->right;
```

```
}
```

```
int main() {
```

```
    struct node* root = createNode(1);
```

```
    insertLeft(root, 20);
```

```
    insertRight(root, 50);
```

```
    insertLeft(root->left, 90);
```

```
printf("Inorder traversal \n");
```

```
inorderTraversal(root);
```

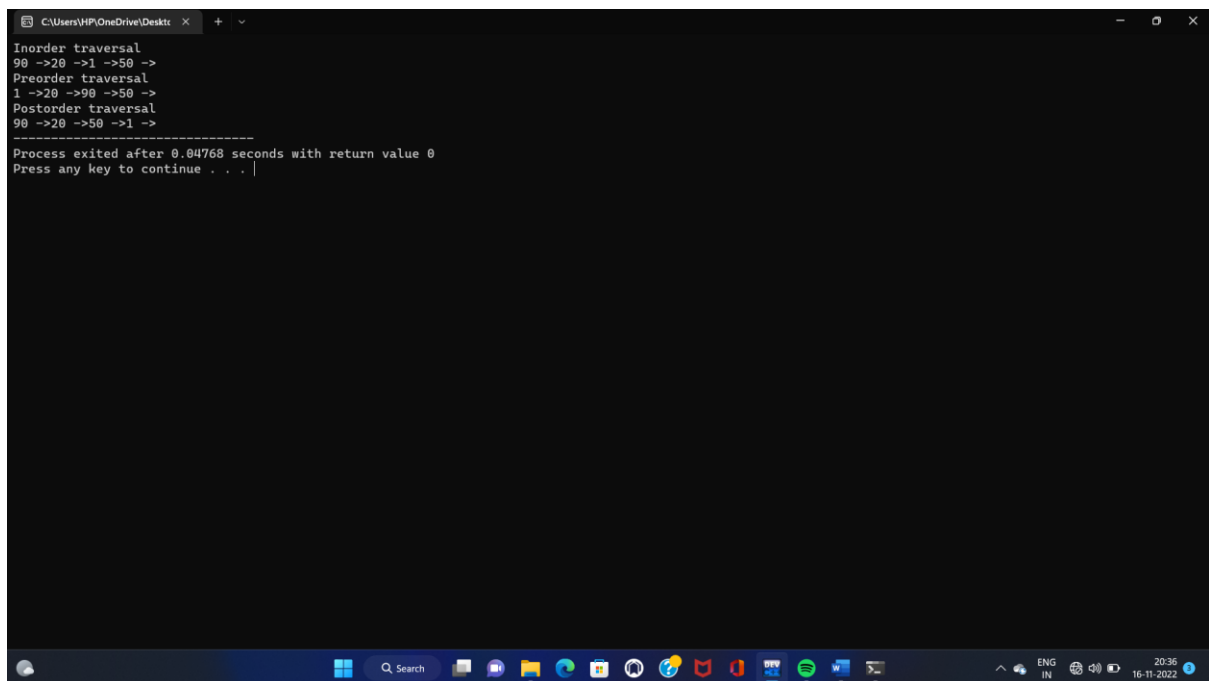
```
printf("\nPreorder traversal \n");
```

```
preorderTraversal(root);
```

```
printf("\nPostorder traversal \n");
```

```
postorderTraversal(root);
```

```
}
```



```
C:\Users\HP\OneDrive\Desktop > .\program.exe

Inorder traversal
90 ->20 ->1 ->50 ->
Preorder traversal
1 ->20 ->90 ->50 ->
Postorder traversal
90 ->20 ->50 ->1 ->
-----
Process exited after 0.04768 seconds with return value 0
Press any key to continue . . . |
```