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1 //Esteron, Jenel F.
2 //CPE21S1
3 #include <iostream>
4 #include <string>
5
6 using namespace std;
7
8 struct Node{
9     string data;
10    struct Node *left, *right;
11 };
12 Node* newNode(const string& data)
13 {
14     Node* temp=new Node;
15     temp->data =data;
16     temp->left=temp->right=NULL;
17     return temp;
18 }
19 int main()
20 {
21     Node* root=newNode("Cat");
22     root->left=newNode("Ace");
23     root->right=newNode("Dog");
24     root->left->left=newNode("Abe");
25     root->left->right=newNode("Beak");
26     root->right->right=newNode("Eel");
27     root->right->left=newNode("Dig");
28     cout<<root->left->left->data<<"\n";
29     cout<<root->left->right->data<<"\n";
30     cout<<root->right->right->data;
31     return 0;
32 }

```

Abe
 Beak
 Eel