

15/2/24

• WEEK-8

+ Tree

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

```
struct Node {
    int Key;
    struct Node * left;
    struct Node * right;
};
```

```
struct Node * createNode (int key) {
    struct Node * newNode = (struct Node *) malloc(
        sizeof (struct Node));
    newNode -> Key = Key;
    newNode -> Left = newNode -> right = NULL;
    return newNode;
}
```

```
struct Node * insert (struct Node * root, int Key)
{
    if (root == NULL)
        return createNode (Key);
}
```



```
if (key < root->key)
```

```
    root->left = insert(root->left, key);
```

```
else if (key > root->key)
```

```
    root->right = insert(root->right, key);
```

```
return root;
```

```
}
```

```
void inorderTraversal (struct Node* root) {
```

```
    if (root != NULL) {
```

```
        inorderTraversal (root->left);
```

```
        inorderTraversal (root->right);
```

```
    }
```

```
}
```

```
void postorderTraversal (struct Node* root) {
```

```
    if (root != NULL)
```

```
        postorderTraversal (root->left);
```

```
        postorderTraversal (root->right);
```

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

```
    }
```

```
}
```

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```
int main() {  
    struct Node *root = NULL;  
    int choice, element;
```

```
do {  
    printf("choose operation: \n");  
    printf("1. Insert Element \n");  
    printf("2. Inorder Traversal \n");  
    printf("3. Preorder Traversal \n");  
    printf("4. Postorder Traversal \n");  
    printf("5. Exit \n");
```

```
    printf("Enter your choice");  
    scanf("%d", &choice);
```

```
    switch (choice) {
```

```
        case 1:
```

```
            printf("Enter the element to insert");  
            scanf("%d", &choice);  
            root = insert(root, element);  
            break;
```

```
        case 2:
```

```
            printf("Inorder Traversal");  
            inorder(root);  
            printf("\n");
```


break;

printf("Preorder traversal");

preorder(root);

break;

case 3:

printf("Preorder traversal");

preorder(root);

break;

case 4:

printf("Postorder traversal");

postorder Traversal (root);

break;

case 5:

printf("Exit program.\n");

break;

default:

printf("Invalid choice\n");

while (choice != 5);

return 0

}

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Output:- Menu

- 1) Insert an element into tree.
- 2) to print the tree elements in inorder traversal
- 3) to print the tree elements in preorder traversal
- 4) to print the tree elements in postorder traversal
- 5) to exit.

I Enter your choice :

1

Enter data input: 100

20

10

30

200

1500

300

Enter your choice: 2

inorder traversal

10 → 20 → 30 → 100 → 150 → 200 → 300

Preorder traversal

100 → 20 → 10 → 30 → 200 → 150 → 300

postorder traversal

10 → 30 → 20 → 150 → 300 → 200 → 100