```
#include <stdio.h>
#include <stdlib.h>
struct Node {
    int key;
    struct Node* left;
    struct Node* right;
};
struct Node* newNode(int key) {
    struct Node* temp = (struct Node*) malloc(sizeof(struct Node));
    temp->key = key;
    temp->left = temp->right = NULL;
    return temp;
struct Node* insert(struct Node* node, int key) {
    if (node == NULL)
        return newNode(key);
   if (key < node->key)
        node->left = insert(node->left, key);
    else if (key > node->key)
        node->right = insert(node->right, key);
    return node;
void inorder(struct Node* root) {
    if (root != NULL) {
        inorder(root->left);
        printf("%d ", root->key);
        inorder(root->right);
void preorder(struct Node* root) {
    if (root != NULL) {
        printf("%d ", root->key);
        preorder(root->left);
        preorder(root->right);
void postorder(struct Node* root) {
```

```
if (root != NULL) {
        postorder(root->left);
        postorder(root->right);
        printf("%d ", root->key);
int main() {
    struct Node* root = NULL;
    int key, c;
   while (1) {
        printf("Enter key: ");
        scanf("%d", &key);
        root = insert(root, key);
        printf("Would you like to enter more (Y/N)? ");
        scanf(" %c", &c); // Adding space before %c to consume the newline
character
       if (c == 'N' || c == 'n')
           break;
    printf("In-order traversal: ");
    inorder(root);
    printf("\n");
    printf("Pre-order traversal: ");
    preorder(root);
    printf("\n");
    printf("Post-order traversal: ");
    postorder(root);
    printf("\n");
    return 0;
```

Output:

```
gwj3dasm.wyx --dbgExe=C:\\msys64\\ucrt64\\bin\\gdb.ex

Enter key: 5
Would you like to enter more (Y/N)? y
Enter key: 3
Would you like to enter more (Y/N)? y
Enter key: 8
Would you like to enter more (Y/N)? n
In-order traversal: 3 5 8
Pre-order traversal: 5 3 8
Post-order traversal: 3 8 5
```

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	else g (key > node > key)
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-	return mode;
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print ("Post-order traversal:")				
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