Binary Tree program

#include<stdio.h>

#include<stdlib.h>

struct node

{

int data;

struct node \*lchild;

struct node \*rchild;

};

struct node \*root=NULL;

int item;

int is\_lchild(struct node \*tree)

{

int ch;

printf("Do you want to create lchild of %d \n.Enter 1 for YES and 2 for NO ", tree->data);

fflush(stdin);

scanf("%d",&ch);

if (ch==1)

return(1);

else

return(0);

}

int is\_rchild(struct node \*tree)

{

int ch;

printf("Do you want to create rchild of %d \n.Enter 1 for YES and 2 for NO ", tree->data);

fflush(stdin);

scanf("%d",&ch);

if (ch==1)

return(1);

else

return(0);

}

void create(struct node \*tree)

{

struct node \*temp;

if (is\_lchild(tree))

{

tree->lchild = (struct node\*) malloc (sizeof(struct node));

temp = tree ->lchild;

fflush(stdin);

printf("Enter the data");

scanf("%d",&temp->data);

create(temp);

}

else

{

tree->lchild=NULL;

}

if (is\_rchild(tree))

{

tree->rchild = (struct node\*) malloc (sizeof(struct node));

temp = tree->rchild;

fflush(stdin);

printf("Enter the data");

scanf("%d",&temp->data);

create(temp);

}

else

{

tree->rchild=NULL;

}

}

void inorder(struct node \*tree)

{

if(tree!=NULL)

{

inorder(tree->lchild);

printf("%d\t",tree->data);

inorder(tree->rchild);

}

}

void main()

{

printf("Create the root node");

root=(struct node\*) malloc (sizeof(struct node));

printf("enter the data \n");

scanf("%d",&root->data);

create(root);

printf("Teh inorder traversal is \n");

inorder(root);

}