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

struct Node {
    int data;
    struct Node* left;
    struct Node* right;
};

void inorder(struct Node* root) {
    if (root != NULL) {
        inorder(root->left);
        printf("%d ", root->data);
        inorder(root->right);
    }
}

void preorder(struct Node* root) {
    if (root != NULL) {
        printf("%d ", root->data);
        preorder(root->left);
        preorder(root->right);
    }
}

void postorder(struct Node* root) {
    if (root != NULL) {
        postorder(root->left);
        postorder(root->right);
        printf("%d ", root->data);
    }
}

int main() {
    struct Node* root = (struct Node*)malloc(sizeof(struct Node));
    root->data = 1;
    root->left = NULL;
    root->right = (struct Node*)malloc(sizeof(struct Node));
```

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    root->right->data = 2;
    root->right->left = NULL;
    root->right->right = NULL;

    printf("Inorder traversal: ");
    inorder(root);
    printf("\n");

    printf("Preorder traversal: ");
    preorder(root);
    printf("\n");

    printf("Postorder traversal: ");
    postorder(root);
    printf("\n");

    return 0;
}
```