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```
#include <stdio.h>
#include <conio.h>
#include <stdlib.h>
struct node {
    int info; struct node *llink; struct node *rlink; };
typedef struct node *NODE;
NODE getnode() {
    Node x; x = (NODE) malloc( sizeof( struct node ) );
    if (x == NULL) {
        printf("Mem full"); exit(0); } return x; }
void freenode(x) { free(x); }
NODE insert( int item, NODE root ) {
    NODE temp, cur, prev; char dir[10]; int i;
    temp = getnode();
    temp->info = item;
    temp->llink = NULL; temp->rlink = NULL;
    if (root == NULL) return temp;
    printf("Direction to insert"); scanf("%s", dir);
    prev = NULL; cur = root;
    for (i = 0; i < strlen(dir) && cur != NULL; i++) {
        prev = cur;
        if (dir[i] == 'l') cur = cur->llink;
        else cur = cur->rlink; }
    if (cur != NULL && i != strlen(dir)) {
        printf("Full M"); freenode(temp); return (root); }
    if (cur == NULL) {
        if (dir[i-1] == 'l') prev->rlink = temp; } return (root); }
void preorder( NODE root ) {
    if (root != NULL) { printf("item %d ", root->info);
        preorder( root->llink ); preorder( root->rlink ); }
```

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void inorder(NODE root) {  
    if (root != NULL) {  
        inorder (root->llink);  
        Printf("item 'l.d '", root->info);  
        inorder (root->rlink); } }  
}
```

```
void postorder(NODE root) {  
    if (root != NULL) {  
        Postorder (root->llink);  
        Postorder (root->rlink);  
        Printf("item 'l.d '", root->info); } }  
}
```

```
void display(NODE root, int i) {
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    int j;
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    if (root != NULL) {
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        display (root->rlink, i+1);
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        printf(" ");
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        Printf("l.d ", root->info);
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        display (root->llink, i+1); } }
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```

void main() {
    NODE root = NULL; int ch, i, item;
    for(;;) {
        printf("1. insert 2. preorder 3. inorder 4. postorder 5. Display 6. Exit");
        scanf("%d", &ch);
        switch(ch) {
            case 1: printf("Item"); scanf("%d", &item); root = insert(item);
                    break;
            case 2: if (root == NULL) printf("Empty");
                    else { printf("tree is "); display(root, 1);
                          printf("preorder"); preorder(root); } break;
            case 3: if (root == NULL) printf("Empty");
                    else { printf("tree is "); display(root, 1);
                          printf("inorder"); inorder(root); } break;
            case 4: if (root == NULL) printf("Empty");
                    else { printf("tree is "); display(root, 1);
                          printf("Post order"); postorder(root); } break;
        }
    }
}

```

case 5: display (root, 1,  
break,  
default: Esuit(0); } } }