

21/12/20

Lab - 10

Q → WAP for Binary tree.

#include <stdio.h>

#include <stdlib.h>

#include <string.h>

struct node {

int info;

struct node *llink, *rlink;};

typedef struct node *Node;

Node getnode() {

Node n;

n = (Node) malloc (sizeof (struct node));

if (n == NULL) {

printf ("Memory not available\n");

exit (0);}

return n;}

void freenode (Node n) { free (n);}

Node insert (int item, Node root) {

Node temp, cur, prev;

char direction [10];

int i;

temp = getnode ();

temp -> info = item;

temp -> llink = NULL;

temp -> rlink = NULL;

if (root == NULL) { return temp;}

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printf("give dir" to insert : ");
scanf("%s", direction);
prev = NULL;
cur = root;
for (i = 0; i < strlen(direction) & 2;
     cur != NULL; i++) { prev = cur;
    if (direction[i] == 'L' || direction[i] == 'l') { cur = cur->llink; }
    else { cur = cur->rlink; } }
if (cur != NULL || i != strlen(direction)) {
    printf("Insertion not possible\n");
    freeNode(temp);
    return (root); }
if (cur == NULL) {
    if (direction[i-1] == 'L' ||
        direction[i-1] == 'l') {
        prev->llink = temp; }
    else { prev->rlink = temp; } }
return (root); }

void preorder(Node root) {
    if (root != NULL) {
        printf("%d -> \n", root->info);
        preorder(root->llink);
        preorder(root->rlink); } }

void inorder(Node root) {
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if (root != NULL) {
    inorder (root -> llink);
    printf ("%d -> ", root -> info);
    inorder (root -> rlink); } }

void postorder (Node root) {
    if (root != NULL) {
        postorder (root -> llink);
        postorder (root -> rlink);
        printf ("%d -> ", root -> info); } }

void display (Node root, int i) {
    int j;
    if (root != NULL) {
        display (root -> rlink, i+1);
        for (j=1; j<=i; j++)
            printf (" ");
        printf ("%d\n", root -> info);
        display (root -> llink, i+1); } }

int main () {
    Node root = NULL;
    int choice, item;
    for (;;) {
        printf ("1. Insert\n2. Preorder\n3.
        Inorder\n4. Postorder\n5.
        Display\n6. Exit\n");
        printf ("Enter choice : ");
    }

```

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scanf ("%d", &choice);
switch (choice) {
    case 1: printf ("Enter item : ");
            scanf ("%d", &item);
            root = insert (item, root); break;
    case 2: printf ("Preorder traversal : ");
            preorder (root);
            break;
    case 3: printf ("Inorder traversal : ");
            inorder (root);
            break;
    case 4: printf ("Postorder traversal : ");
            postorder (root);
            break;
    case 5: display (root, 1);
            break;
    case 6: exit (0);
    default: printf ("Enter proper value\n");
            break; }
return 0;

```

3.

O/P →

1. Insert 2. Preorder 3. Inorder 4. Postorder
5. Display 6. Exit
Enter choice : 1
Enter item : 10