

```

3146 //Binary tree
3147 #include<stdio.h>
3148 #include<stdlib.h>
3149 #include<string.h>
3150 struct node
3151 {
3152     int info;
3153     struct node*llink;
3154     struct node*rlink;
3155 };
3156 typedef struct node*NODE;
3157 NODE getnode()
3158 {
3159     NODE x;
3160     x=(NODE)malloc(sizeof(struct node));
3161     if(x==NULL)
3162     {
3163         printf("memory not available");
3164         exit(0);
3165     }
3166     return x;
3167 }
3168 void freenode(NODE x)
3169 {
3170     free(x);
3171 }
3172 NODE insert(int item,NODE root)
3173 {
3174     NODE temp,cur,prev;
3175     char direction[10];
3176     int i;
3177     temp=getnode();
3178     temp->info=item;

```

```

3178     temp->info=item;
3179     temp->llink=NULL;
3180     temp->rlink=NULL;
3181     if(root==NULL)
3182         return temp;
3183     printf("Give direction to insert\n");
3184     scanf("%s",direction);
3185     prev=NULL;
3186     cur=root;
3187     for(i=0;i<strlen(direction)&&cur!=NULL;i++)
3188     {
3189         prev=cur;
3190         if(direction[i]=='l' || direction[i]=='L')
3191             cur=cur->llink;
3192         else
3193             cur=cur->rlink;
3194     }
3195     if(cur!=NULL || i!=strlen(direction))
3196     {
3197         printf("Insertion not possible\n");
3198         freenode(temp);
3199         return(root);
3200     }
3201     if(cur==NULL)
3202     {
3203         if(direction[i-1]=='l' || direction[i-1]=='L')
3204             prev->llink=temp;
3205         else
3206             prev->rlink=temp;
3207     }
3208     return(root);
3209 }
3210 void preorder(NODE root)
3211 {

```

```
3211 {
3212     if(root!=NULL)
3213     {
3214         printf(" %d -> ",root->info);
3215         preorder(root->llink);
3216         preorder(root->rlink);
3217     }
3218 }
3219 void inorder(NODE root)
3220 {
3221     if(root!=NULL)
3222     {
3223         inorder(root->llink);
3224         printf(" %d -> ",root->info);
3225         inorder(root->rlink);
3226     }
3227 }
3228 void postorder(NODE root)
3229 {
3230     if (root!=NULL)
3231     {
3232         postorder(root->llink);
3233         postorder(root->rlink);
3234         printf(" %d -> ",root->info);
3235     }
3236 }
3237 void display(NODE root,int i)
3238 {
3239     int j;
3240     if(root!=NULL)
3241     {
3242         display(root->rlink,i+1);
3243         for (j=1;j<=i;j++)
3244             printf(" ");
```



```

3244         printf(" ");
3245         printf("%d\n", root->info);
3246         display(root->llink, i+1);
3247     }
3248 }
3249 int main()
3250 {
3251     NODE root=NULL;
3252     int choice, item;
3253     for(;;)
3254     {
3255         printf("1.Insert\n2.Preorder\n3.Inorder\n4.Postorder\n5.Display\n6.Exit\n");
3256         printf("Enter the choice\n");
3257         scanf("%d", &choice);
3258         switch(choice)
3259         {
3260             case 1: printf("Enter the item : ");
3261                     scanf("%d", &item);
3262                     root=insert(item, root);
3263                     break;
3264             case 2: if(root==NULL)
3265                     {
3266                         printf("Tree is empty");
3267                     }
3268                     else
3269                     {
3270                         printf("Preorder traversal is \n");
3271                         preorder(root);
3272                     }
3273                     break;
3274             case 3: if(root==NULL) {
3275                     printf("Tree is empty");
3276                 }
3277                     else

```

```
3277         else
3278         {
3279             printf("The inorder traversal is \n");
3280             inorder(root);
3281         }
3282         break;
3283     case 4: if (root==NULL) {
3284         printf("Tree is empty");
3285     }
3286     else
3287     {
3288         printf("The postorder traversal is \n");
3289         postorder(root);
3290     }
3291     break;
3292     case 5: display(root, 1);
3293     break;
3294     case 6: exit(0);
3295     default: printf("Enter proper instructions!!\n");
3296     break;
3297     }
3298 }
3299 return 0;
3300 }
3301
```

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

1.Insert
2.Preorder
3.Inorder
4.Postorder
5.Display
6.Exit
Enter the choice
1
Enter the item : 20
Give direction to insert
L

1.Insert
2.Preorder
3.Inorder
4.Postorder
5.Display
6.Exit
Enter the choice
1
Enter the item : 30
Give direction to insert
R

1.Insert
2.Preorder
3.Inorder
4.Postorder
5.Display
6.Exit
Enter the choice
1
Enter the item : 21
Give direction to insert
LL

1.Insert
2.Preorder
3.Inorder
```

```
4.Postorder
5.Display
6.Exit
Enter the choice
1
Enter the item : 22
Give direction to insert
LR
```

```
1.Insert
2.Preorder
3.Inorder
4.Postorder
5.Display
6.Exit
Enter the choice
1
Enter the item : 31
Give direction to insert
RL
```

```
1.Insert
2.Preorder
3.Inorder
4.Postorder
5.Display
6.Exit
Enter the choice
1
Enter the item : 32
Give direction to insert
RR
```

```
1.Insert
2.Preorder
3.Inorder
4.Postorder
5.Display
6.Exit
Enter the choice
5
    32
  30
    31
10
    22
  20
    21
```

```
1.Insert
2.Preorder
3.Inorder
4.Postorder
5.Display
6.Exit
Enter the choice
2
Preorder traversal is
10 -> 20 -> 21 -> 22 -> 30 -> 31 -> 32 ->
```

```
1.Insert
2.Preorder
3.Inorder
4.Postorder
5.Display
6.Exit
Enter the choice
3
The inorder traversal is
21 -> 20 -> 22 -> 10 -> 31 -> 30 -> 32 ->
```

```
1.Insert
2.Preorder
3.Inorder
4.Postorder
5.Display
6.Exit
Enter the choice
4
The postorder traversal is
21 -> 22 -> 20 -> 31 -> 32 -> 30 -> 10 ->
```

```
1.Insert
2.Preorder
3.Inorder
4.Postorder
5.Display
6.Exit
Enter the choice
6
```