//C program to create (or insert) and inorder traversal on Binary Search Tree.

#include<stdio.h>

#include<stdlib.h>

struct node

{

int data;

struct node\* left;

struct node\* right;

};

struct node\* createNode(value){

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

newNode->data = value;

newNode->left = NULL;

newNode->right = NULL;

return newNode;

}

struct node\* insert(struct node\* root, int data)

{

if (root == NULL) return createNode(data);

if (data < root->data)

root->left = insert(root->left, data);

else if (data > root->data)

root->right = insert(root->right, data);

return root;

}

void inorder(struct node\* root){

if(root == NULL) return;

inorder(root->left);

printf("%d ->", root->data);

inorder(root->right);

}

int main(){

struct node \*root = NULL;

root = insert(root, 8);

insert(root, 3);

insert(root, 1);

insert(root, 6);

insert(root, 7);

insert(root, 10);

insert(root, 14);

insert(root, 4);

inorder(root);

}