***PROGRAM:***

#include<stdio.h>

#include<conio.h>

#include<stdlib.h>

typedef struct node

{

int data;

struct node \*left;

struct node \*right;

}s1;

s1 \*root=NULL;

int count=0;

s1 \*insert(s1 \*,int);

void display(s1 \*);

void main()

{

int choice,value;

printf("\n\*\*\*\*\*\*\*\*\*\*Binary Tree\*\*\*\*\*\*\*\*\*\*\*");

printf("\n1.Insert \n2.Display\n3.Exit");

printf("\n\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*");

do

{

printf("\nEnter Your Choice");

scanf("%d",&choice);

switch(choice)

{

case 1:

printf("\nEnter The Number");

scanf("%d",&value);

root=insert(root,value);

break;

case 2:

display(root);

break;

}

}while(choice!=3);

}

s1 \*insert(s1 \*root,int value)

{

s1 \*newnode;

newnode=(s1 \*)malloc(sizeof(s1));

newnode->data=value;

if(root==NULL)

{

newnode->right=newnode->left=NULL;

root=newnode;

count++;

}

else

{

if(count%2!=0)

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

else

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

}

return root;

}

void display(s1 \*root)

{

if(root!=NULL)

{

display(root->left);

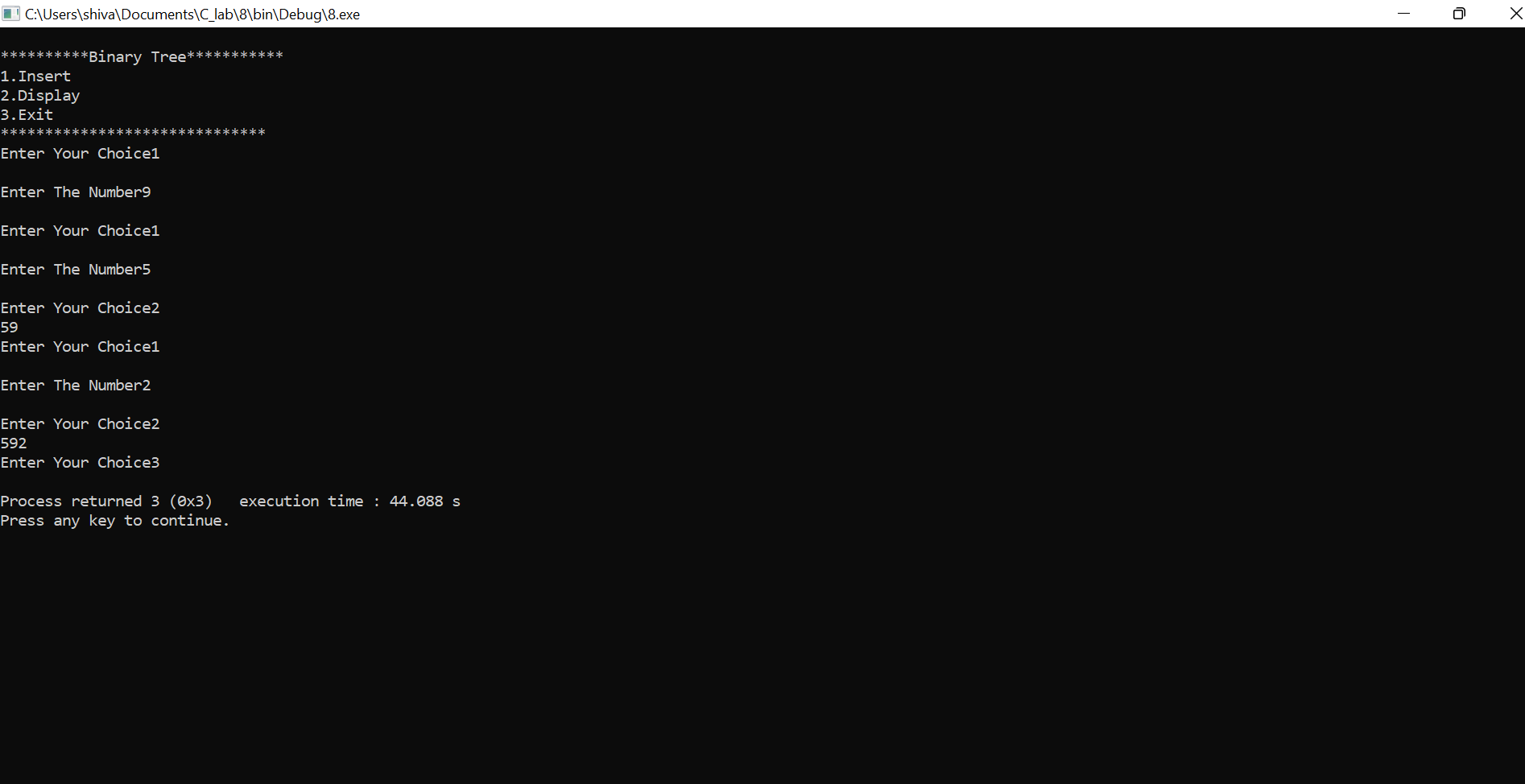
printf("%d",root->data);

display(root->right);

}

}

***OUTPUT:***

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