**✅ Theory**

This program demonstrates the **creation and traversal of a general tree** in C++. It models a **book structure** where:

* The **root node** is the book title.
* Each **child of the root** is a chapter.
* Each **child of a chapter** is a section.

This type of data structure is particularly useful in representing hierarchical information like file systems, organization charts, or educational material (books, chapters, sections). The code allows:

* Interactive tree construction using dynamic memory allocation.
* Display of the hierarchical structure using **pre-order traversal**.

**🔁 Algorithm**

**1. Create Tree Structure**

1. Start the program and initialize the root as NULL.
2. Ask the user to enter the name of the book.
3. Allocate memory for the root node and assign the book title.
4. Ask the user how many chapters are in the book.
5. For each chapter:
   * Allocate memory for a new chapter node.
   * Ask the user for the chapter name.
   * Ask how many sections are in this chapter.
6. For each section in the chapter:
   * Allocate memory for a new section node.
   * Ask the user for the section name.
7. Repeat until all chapters and sections are added.

**2. Display Tree Structure**

1. If the root is not NULL:
2. Print the book title.
3. For each chapter:
   * Print the chapter title.
   * For each section under that chapter:
     + Print the section name.

**3. Menu Control**

* Repeat until the user chooses to quit:
  + Display the menu.
  + Based on user input, either create the tree, display it, or exit.

