Group A1
Title:- Construct The Tree And Print The Nodes

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#include<iostream>
using namespace std;

struct TreeNode
{
    int data;
    TreeNode *left;
    TreeNode *right;
};
class BinTree
{
    TreeNode *root,Temp;
    public:
        TreeNode* create();
        TreeNode* insert(TreeNode *);
        void Inorder(TreeNode *);
        void PostOrder(TreeNode *);
        void PreOrder(TreeNode *);
        void Display(TreeNode *);
};
TreeNode* BinTree::create()
{
    TreeNode *p;
    cout<<"\nEnter the Data For Root Node";
    p = new TreeNode;
    cin>>p->data;
    p->left=NULL;
    p->right=NULL;
    root=p;
    cout<<"Node Has Been Inserted "<<root->data;
    return root;
}
TreeNode* BinTree::insert(TreeNode *root)
{
    int db;
    char ans,ans2;
    TreeNode *node;
    node = new TreeNode;
do{
    cout<<"\nEnter the Data";
    cin>>db;
    if(db==-1)
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    {
        return NULL;
    }
    else
    {
        node->data=db;
        node->left=NULL;
        node->right=NULL;
            cout<<"Do You wana Insert This Node at Left";
            cin>>ans;
            if(ans=='y')
            {
                root->left=node;
                cout<<"\nInserted at Left";
            }
            else if(root->right==NULL)
            {
                cout<<"\nDo You Wana Insert This Node At Right";
                cin>>ans;
                if(ans=='y')
                    root->right=node; cout<<"\nInserted at Right";

            }
    }
    cout<<"\nCountinue??";
    cin>>ans2;
 }while(ans2=='y');
    return root;
}
void BinTree::PreOrder(TreeNode *root)
{
    if(root)
    {
        cout<<"\t"<<root->data;
        PreOrder(root->left);
        PreOrder(root->right);
    }
}
void BinTree::Inorder(TreeNode *root)
{
    if(root)
    {
        Inorder(root->left);
        cout<<"\t"<<root->data;
        Inorder(root->right);
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    }
}
void BinTree::PostOrder(TreeNode *root)
{
    if(root)
    {
        PostOrder(root->left);
        PostOrder(root->right);
        cout<<"\t"<<root->data;
    }
}
void BinTree::Display(TreeNode *root)
{
    TreeNode *temp=NULL;
    temp=root;
    while(temp!=NULL)
    {
        if(temp->left!=NULL)
        {
            cout<<temp->data;
            temp=temp->left;
        }
        else if(temp->right!=NULL){
            cout<<temp->data;
            temp=temp->right;
        }
    }
}
int main()
{
    BinTree B1;
    TreeNode *root;
    int in; char b;
    do
    {
        cout<<"\n1.Create\n2.Insert\n3.Preorder\n4.Inorder\n5.Postorder\n6.Displa
y\nEnter Tour choice";
        cin>>in;
        switch(in)
        {
            case 1: root=B1.create();
                    break;
            case 2: B1.insert(root);
                    break;
            case 3: B1.PreOrder(root);
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                    break;
            case 4: B1.Inorder(root);
                    break;
            case 5: B1.PostOrder(root);
                    break;
            case 6: B1.Display(root);
                    break;

        }
        cout<<"\nDo You Want to Perform any other Operations ??";
        cin>>b;
    } while (b=='y');
    return 0;
}
```

Output:-

1.Create

2.Insert

3.Preorder

4.Inorder

5.Postorder

6.Display

Enter Tour choice1

Enter the Data For Root Node50

Node Has Been Inserted 50

Do You Want to Perform any other Operations ??y

1.Create

2.Insert

3.Preorder

4.Inorder

5.Postorder

6.Display

Enter Tour choice2

Enter the Data60

Do You wana Insert This Node at Lefty

Inserted at Left

Countinue??y

Enter the Data60

Do You wana Insert This Node at Leftn

Do You Wana Insert This Node At Righty

Inserted at Right

Countinue??y

Enter the Data-1

Do You Want to Perform any other Operations ??y

1.Create

2.Insert

3.Preorder

4.Inorder

5.Postorder

6.Display

Enter Tour choice3

50 60 60

Do You Want to Perform any other Operations ??y

1.Create

2.Insert

3.Preorder

4.Inorder

5.Postorder

6.Display

Enter Tour choice4

60 50 60

Do You Want to Perform any other Operations ??y

1.Create

2.Insert

3.Preorder

4.Inorder

5.Postorder

6.Display

Enter Tour choice5

60 60 50

Do You Want to Perform any other Operations ??y

1.Create

2.Insert

3.Preorder

4.Inorder

5.Postorder

6.Display

Enter Tour choice