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Binary Search Tree

```
//node
typedef struct BST{
        int data;
        struct BST* right;
        struct BST* left;
}node;
//creating a node
node* create(int data){
        node* temp = (node*) malloc(sizeof(node));
        temp->data = data;
        temp->right = temp->left = NULL;
        return temp;
}
void insert(node* root, node* temp){
        if(temp->data < root->data){
                if(root->left != NULL)
                        insert(root->left, temp);
                else
                        root->left = temp;
        }
        else{
                if(root->right != NULL)
                        insert(root->right, temp);
                else
                        root->right = temp;
        }
}
```

```
//inorder display
void inorder(node * root){
    if(root ==NULL)
        return;
    inorder(root->left);
    printf("%d ", root->data);
    inorder(root->right);
}
void preorder(node * root){
    if(root ==NULL)
        return;
    printf("%d ", root->data);
    preorder(root->left);
    preorder(root->right);
}
void postorder(node* root){
    if(root ==NULL)
        return;
    postorder(root->left);
    postorder(root->right);
    printf("%d ", root->data);
}
```