

8. Write a program a) To construct a binary Search tree. b) To traverse the tree using all the methods i.e., in-order, preorder and post order c) To display the elements in the tree.

```
#include <stdio.h>
```

```
#include <stdlib.h>
```

```
/* Definition of the BST node */
```

```
struct node {
```

```
    int data;
```

```
    struct node *left;
```

```
    struct node *right;
```

```
};
```

```
/* Function to create a new node */
```

```
struct node* createNode(int value) {
```

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

```
    newNode->data = value;
```

```
    newNode->left = NULL;
```

```
    newNode->right = NULL;
```

```
    return newNode;
```

```
}
```

```
/* Function to insert a value into the BST */
```

```
struct node* insert(struct node* root, int value) {
```

```
    if (root == NULL) {
```

```
        return createNode(value);
```

```
    }
```

```
    if (value < root->data)
```

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

```
    else if (value > root->data)
```

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

```
    return root;
```

```
}
```

```
/* In-order Traversal */
```

```
void inorder(struct node* root) {  
    if (root != NULL) {  
        inorder(root->left);  
        printf("%d ", root->data);  
        inorder(root->right);  
    }  
}
```

```
/* Pre-order Traversal */
```

```
void preorder(struct node* root) {  
    if (root != NULL) {  
        printf("%d ", root->data);  
        preorder(root->left);  
        preorder(root->right);  
    }  
}
```

```
/* Post-order Traversal */
```

```
void postorder(struct node* root) {  
    if (root != NULL) {  
        postorder(root->left);  
        postorder(root->right);  
        printf("%d ", root->data);  
    }  
}
```

```
/* Main function */
```

```
int main() {  
    struct node* root = NULL;
```

```
int n, value, i;

printf("Enter number of elements: ");
scanf("%d", &n);

printf("Enter the elements:\n");
for (i = 0; i < n; i++) {
    scanf("%d", &value);
    root = insert(root, value);
}

printf("\nIn-order Traversal: ");
inorder(root);

printf("\nPre-order Traversal: ");
preorder(root);

printf("\nPost-order Traversal: ");
postorder(root);

return 0;
}
```

OUTPUT:

```
Enter number of elements: 4
Enter the elements:
1
2
3
4

In-order Traversal: 1 2 3 4
Pre-order Traversal: 1 2 3 4
Post-order Traversal: 4 3 2 1
Process returned 0 (0x0)  execution time : 6.911 s
Press any key to continue.
```