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

struct Node {
    int data;
    struct Node *left, *right;
};

struct Node* newNode(int v) {
    struct Node* n = malloc(sizeof(struct Node));
    n->data = v; n->left = n->right = NULL;
    return n;
}

struct Node* insert(struct Node* r, int v) {
    if (!r) return newNode(v);
    if (v < r->data) r->left = insert(r->left, v);
    else r->right = insert(r->right, v);
    return r;
}

void kthMin(struct Node* r, int k, int *c, int *ans) {
    if (!r) return;
    kthMin(r->left, k, c, ans);
    (*c)++;
    if (*c == k) { *ans = r->data; return; }
    kthMin(r->right, k, c, ans);
}
```

```c
int main() {
    struct Node* root = NULL;
    int n, v, k, c = 0, ans = -1;

    scanf("%d", &n);
    for(int i = 0; i < n; i++){
        scanf("%d", &v);
        root = insert(root, v);
    }

    scanf("%d", &k);
    kthMin(root, k, &c, &ans);

    if(ans != -1) printf("%d\n", ans);
    else printf("Invalid k\n");
```