#include<stdio.h>

#include <stdlib.h>

struct node {

int item;

struct node\* left;

struct node\* right;

};

void inorderTraversal(struct node\* root) {

if (root == NULL) return;

inorderTraversal(root->left);

printf("%d ->", root->item);

inorderTraversal(root->right);

}

void preorderTraversal(struct node\* root) {

if (root == NULL) return;

printf("%d ->", root->item);

preorderTraversal(root->left);

preorderTraversal(root->right);

}

void postorderTraversal(struct node\* root) {

if (root == NULL) return;

postorderTraversal(root->left);

postorderTraversal(root->right);

printf("%d ->", root->item);

}

struct node\* createNode(value) {

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

newNode->item = value;

newNode->left = NULL;

newNode->right = NULL;

return newNode;

}

struct node\* insertLeft(struct node\* root, int value) {

root->left = createNode(value);

return root->left;

}

Output:

Inorder traversal

5 ->12 ->6 ->1 ->9 ->

Preorder traversal

1 ->12 ->5 ->6 ->9 ->

Postorder traversal

5 ->6 ->12 ->9 ->1 ->