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1: #include<stdio.h>
2: #include<malloc.h>
3:
4: struct node{
5:     int data;
6:     struct node* left;
7:     struct node* right;
8: };
9:
10: struct node* createNode(int data){
11:     struct node *n; // creating a node pointer
12:     n = (struct node *) malloc(sizeof(struct node)); // Allocating
13:     n->data = data; // Setting the data
14:     n->left = NULL; // Setting the left and right children to NULL
15:     n->right = NULL; // Setting the left and right children to NULL
16:     return n; // Finally returning the created node
17: }
18:
19: int main(){
20:     /*
21:     // Constructing the root node
22:     struct node *p;
23:     p = (struct node *) malloc(sizeof(struct node));
24:     p->data = 2;
25:     p->left = NULL;
26:     p->right = NULL;
27:
28:     // Constructing the second node
29:     struct node *p1;
30:     p1 = (struct node *) malloc(sizeof(struct node));
31:     p1->data = 1;
32:     p1->left = NULL;
33:     p1->right = NULL;
34:
35:     // Constructing the third node
36:     struct node *p2;
37:     p2 = (struct node *) malloc(sizeof(struct node));
38:     p2->data = 4;
39:     p2->left = NULL;

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40:     p2->right = NULL;
41:     */
42:
43:
44:     // Constructing the root node - Using Function (Recommended)
45:     struct node *p = createNode(2);
46:     struct node *p1 = createNode(1);
47:     struct node *p2 = createNode(4);
48:
49:     // Linking the root node with left and right children
50:     p->left = p1;
51:     p->right = p2;
52:     return 0;
53: }
54:
```