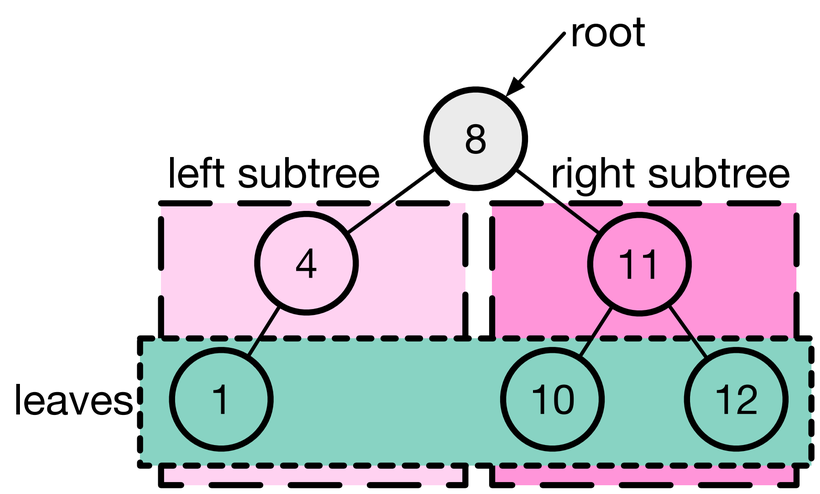
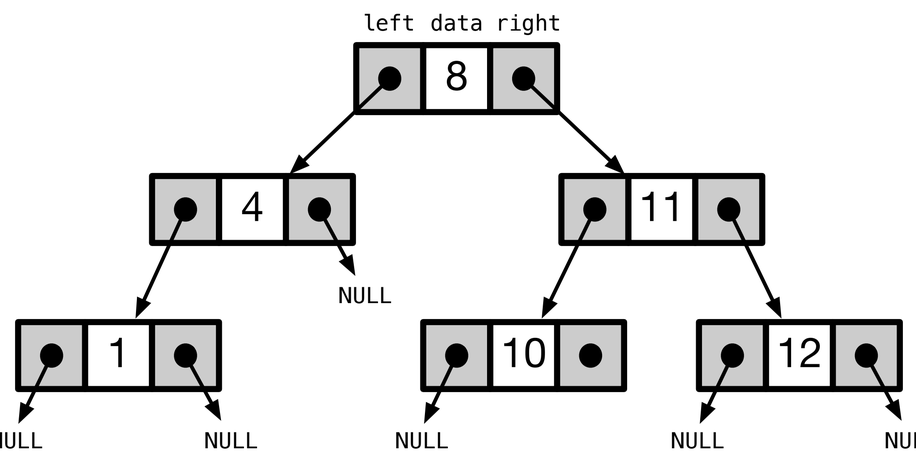
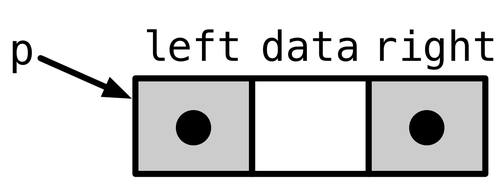
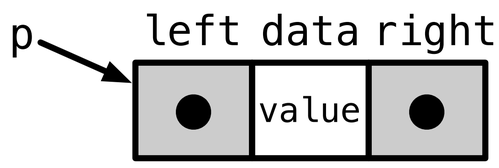




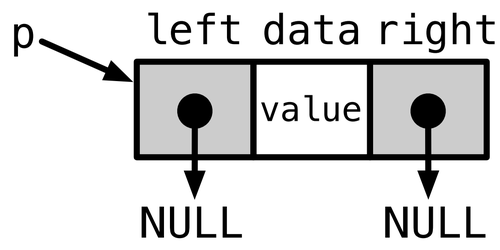

```c
Node *createNode(int value) {
  Node *p = (Node *)malloc(sizeof(Node));
```




```c
  if (p != NULL) {
    p->data = value;
```

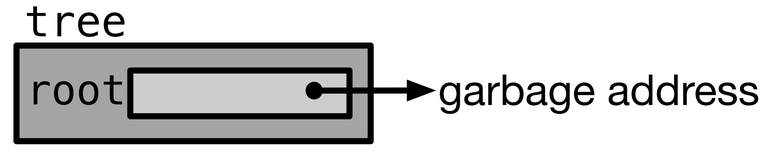



```c
    p->left = p->right = NULL;
```

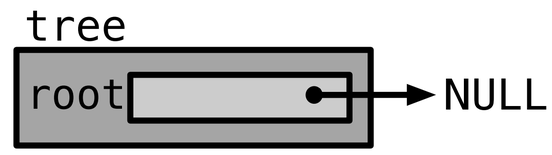



```c
  }
  return p;
}
```

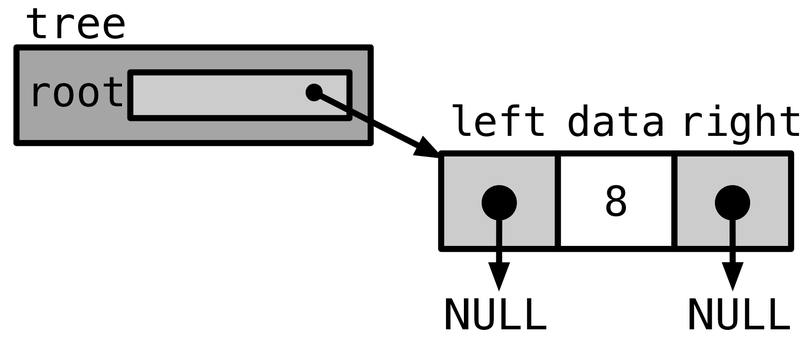
```c
#include <stdio.h>
#include <stdlib.h>

typedef struct bstree {
  Node *root;
} BSTree;

typedef struct node {
  int data;
  struct node *left;
  struct node *right;
} Node;

int main(void) {
  BSTree tree;
```




```c
  tree.root = NULL;
```




```c
  tree.root = createNode(8);
```




```c
  return 0;
}
```