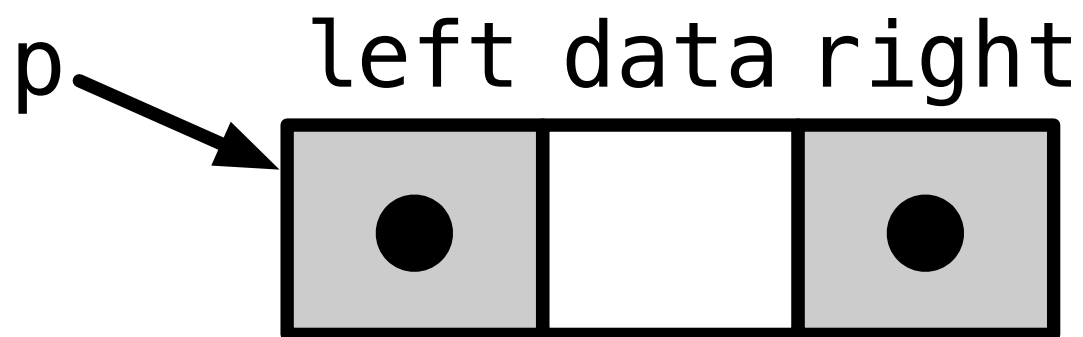
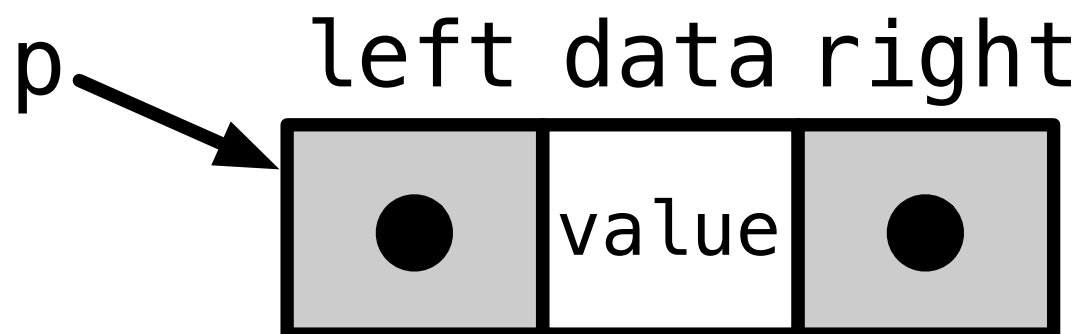


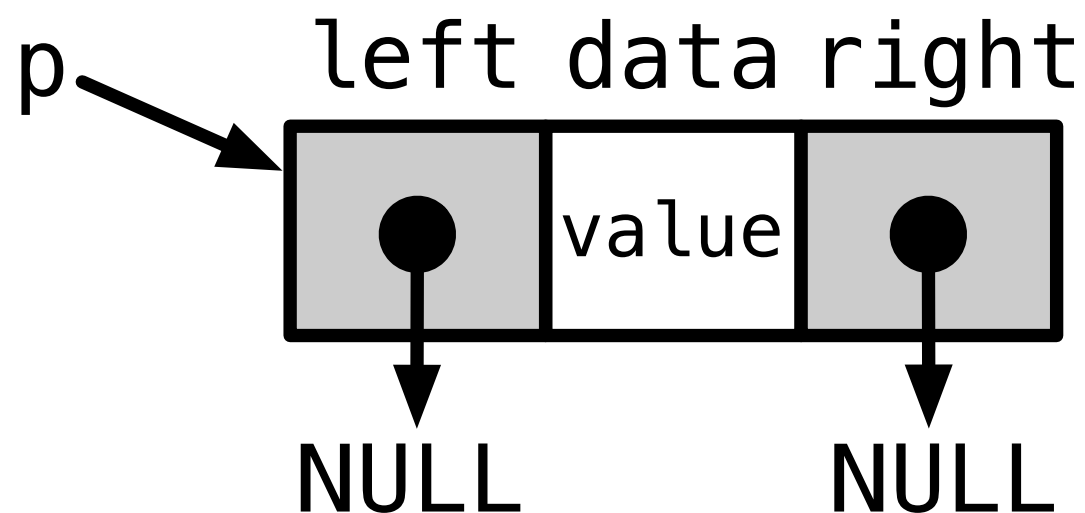
```
Node *createNode(int value) {  
    Node *p = (Node *)malloc(sizeof(Node));
```



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



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



```
}  
return p;  
}
```