



#include <stdio.h>

Node *root;

} BSTree;

#include <stdlib.h>

typedef struct bstree {

typedef struct node {

NULL

```
int data;
                                                                     struct node *left;
                                                                     struct node *right;
                                                                   } Node;
                                                                   int main(void) {
Node *createNode(int value) {
                                                                     BSTree tree;
 Node *p = (Node *)malloc(sizeof(Node));
                                                                         tree
             left data right
                                                                                        garbage address
                                                                         root
                                                                     tree.root = NULL;
if (p != NULL) {
   p->data = value;
                                                                         tree
             left data right
                                                                                        → NULL
                                                                         root
                  value
                                                                     tree.root = createNode(8);
   p->left = p->right = NULL;
                                                                         tree
             left data right
                                                                         root
                                                                                          left data right
                  value
             NULL
                       NULL
                                                                                          NULL
                                                                     return 0;
  return p;
```