```
#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;
      tree
                       garbage address
  tree.root = NULL;
      tree
      root
                        NULL
  tree.root = createNode(8);
      tree
      root
                        left data right
                               8
                        NUL
  return 0;
```