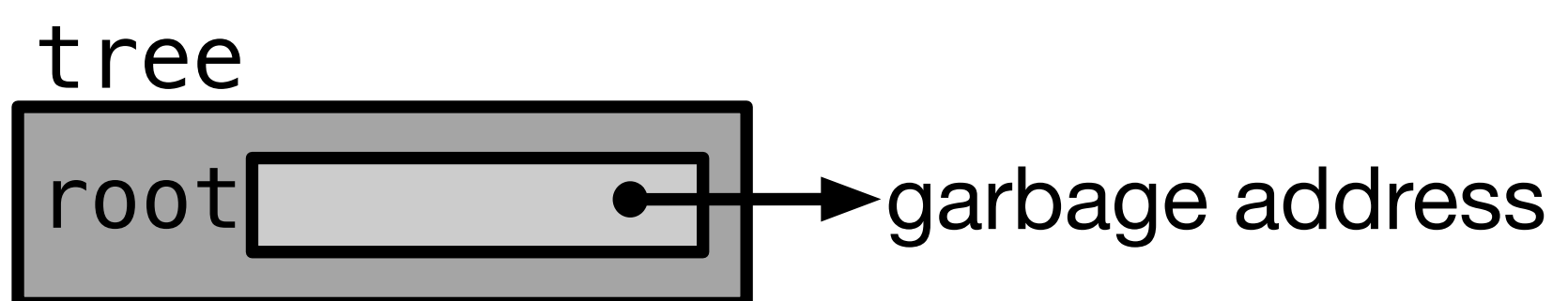


```
#include <stdio.h>
#include <stdlib.h>

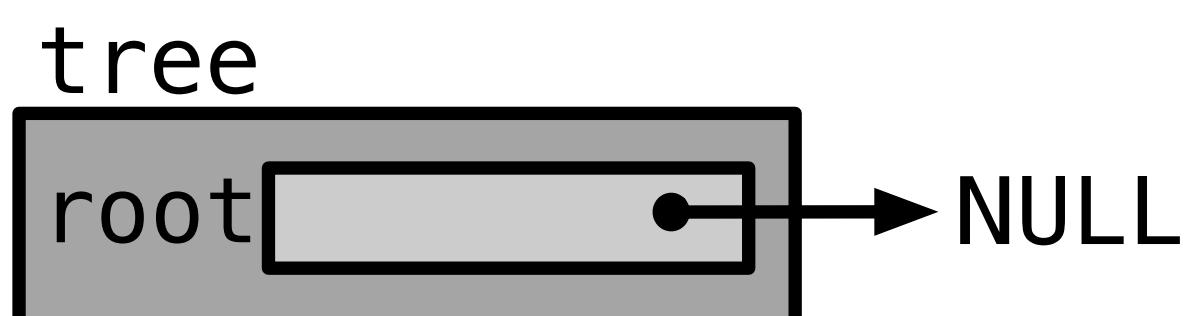
typedef struct bstree {
    Node *root;
} BSTree;
```

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

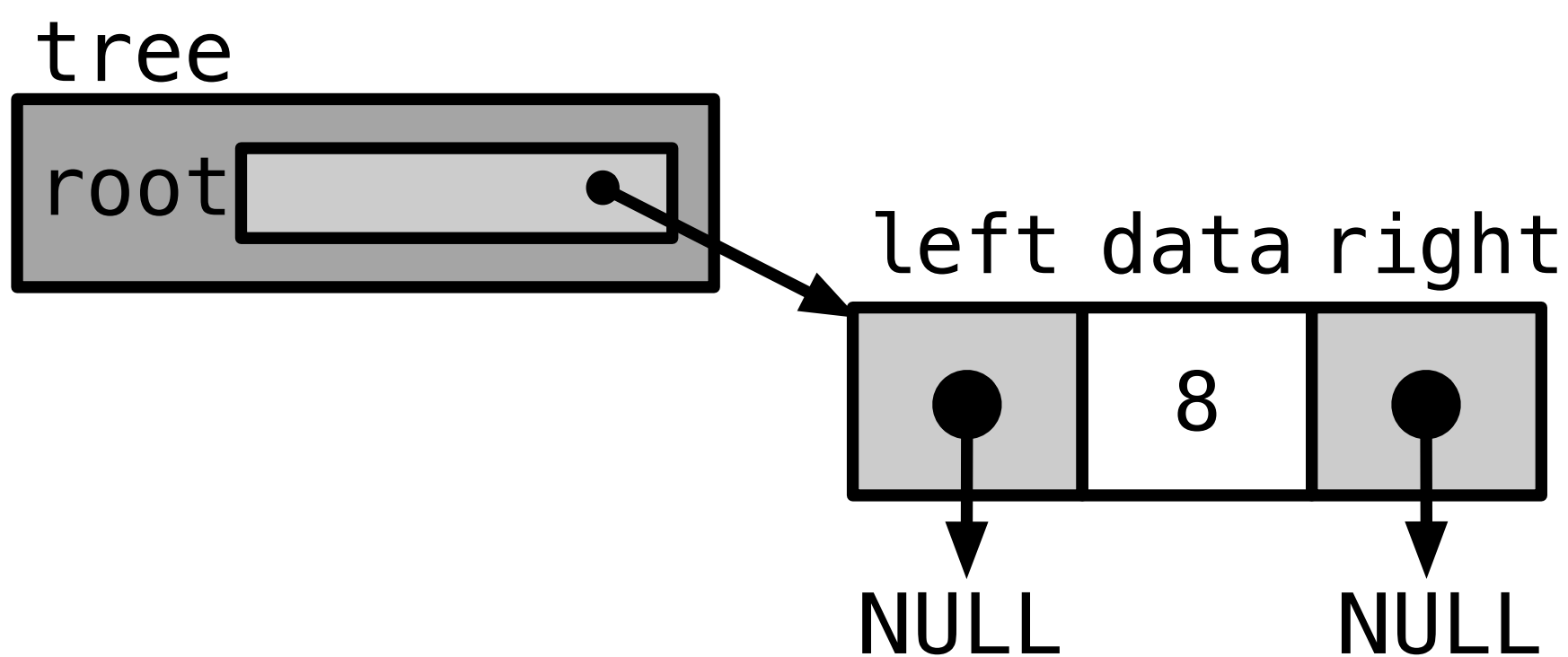
```
int main(void) {
    BSTree tree;
```



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



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



```
return 0;
}
```