

9. Write a program in C to create a binary search tree and traverse it in all three orders.

• Source Code:-

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

```
typedef struct Bnode {
    int data;
    struct Bnode *left;
    struct Bnode *right;
} bnode;
```

```
bnode* createBST(bnode *root, int n)
{
```

```
    if (root == NULL) {
        root = (bnode*) malloc(sizeof(bnode));
        root->data = n;
        root->left = root->right = NULL;
    }
```

```
    else if (n > root->data)
        root->right = createBST(root->right, n);
    else
```

```
        root->left = createBST(root->left, n);
    return root;
```

```
}
```


// traversal of tree

```
void inorder (bnode * root) {
    if (root != NULL) {
        inorder (root → left);
        printf ("%d ", root → data);
        inorder (root → right);
    }
}
```

```
void preorder (bnode * root) {
    if (root != NULL) {
        printf ("%d ", root → data);
        preorder (root → left);
        preorder (root → right);
    }
}
```

```
void postorder (bnode * root) {
    if (root != NULL) {
        postorder (root → left);
        postorder (root → right);
        printf ("%d ", root → data);
    }
}
```



```

void main() {
    tnode *root;
    int x, c;
    char ch = 'Y';
    root = NULL;
    do {
        printf("Enter root data: \n");
        scanf("%d", &x);
        root = createBST(root, x);
        printf("Do you want to enter another no. (Y/N) ? ");
    } while(ch != 'N');
    printf("1- for inorder traversal\n 2- for preorder\n 3- for postorder traversal");
    scanf("%d", &c);
    switch(c) {
        Case 1: inorder(root); break;
        Case 2: preorder(root); break;
        Case 3: postorder(root); break;
        default: printf("Invalid Input");
    }
}

```

— X —

• Output:-

Enter root data:

10

Do you want to put another no. (Y/N)? Y

Enter root data:

9

Do you want to enter another no. (Y/N)? Y

Enter root data:

11

Do you want to enter another no. (Y/N)? Y

Enter root data:

8

Do you want to enter another no. (Y/N)? N

1- for inorder traversal

2- for preorder traversal

3- for postorder traversal

3

Post order: 8 9 11 10

→ TREE FORMED IS:

