

Lab PROGRAM - 10

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

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

```
struct node
```

```
{
```

```
    int data;
```

```
    struct node *left;
```

```
    struct node *right;
```

```
};
```

```
struct node* create()
```

```
{
```

```
    struct node *temp;
```

```
    printf("Enter Root element: \n");
```

```
    temp = (struct node*) malloc(sizeof(struct node));
```

```
    scanf("%d", &temp->data);
```

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

```
    return temp;
```

```
void insert(struct node *root, struct node *temp)
```

```
{
```

```
    if (temp->data < root->data)
```

```
    {
```

```
        if (root->left != NULL)
```

```
            insert(root->left, temp);
```

```
        else
```

```
            root->left = temp;
```

```
    }
```

```
    if (temp->data > root->data)
```

```
    {
```

```
        if (root->right != NULL)
```

```
            insert(root->right, temp);
```

```
        else
```

```
    root → right = temp;  
}
```

```
}
```

```
void printPostorder (struct node * node)
```

```
{
```

```
    if (node == NULL)
```

```
    {  
        return;  
    }
```

```
    printf printPostorder (node → left);
```

```
    printPostorder (node → right);
```

```
    printf ("%d\t", node → data);
```

```
}
```

```
void printInorder (struct node * node)
```

```
{
```

```
    if (node == NULL)
```

```
    {  
        return;  
    }
```

```
    printInorder (node → left);
```

```
    printf ("%d\t", node → data);
```

```
    printInorder (node → right);
```

```
}
```

```
void printPreorder (struct node * node)
```

```
{
```

```
    if (node == NULL)
```

```
    {  
        return;  
    }
```

```
    printf ("%d\t", node → data);
```

```
    printPreorder (node → left);
```

```
    printPreorder (node → right);
```

```
}
```

```
int main ()
```

```
{
```

```
    int choice;
```

```
    struct node * temp;
```

```
    do
```

```
    {
```



```

printf("\n --- MENU --- \n");
printf("1. Create \n");
printf("2. Insert \n");
printf("3. Preorder Traversal \n");
printf("4. Inorder Traversal \n");
printf("5. Postorder Traversal \n");
printf("6. EXIT \n");
printf("Enter your choice correctly: \n");
scanf("%d", &choice);
switch (choice)
{
    case 1: root1 = create create();
            break;
    case 2: printf("Enter value to insert: \n");
            temp = (struct node *) malloc(sizeof(struct node));
            scanf("%d", &temp->data);
            insert(root1, temp);
            break;
    case 3: printPreorder(root1);
            break;
    case 4: printInorder(root1); break;
    case 5: printPostorder(root1); break;
    case 6: printf("EXITING...!! \n");
            break;
    default: printf("Incorrect choice! \n");
}
while (choice != 6);
return 0;
}

```