```
Last week program: - Program - 9
                                          7 () zogla - 3totolo bios
 -> Traversal
                                 imput of positions ( POS)
         Struct node &
                 int data;
                 Struct node * left;
                  Struct mode * right;
                                      Pseudo code
                                      void inorder Traversal (Struct node * root) &
 -> traversal -> Inorder Traversal
                                       it (root == NULL) return;
             inorder (noot -> left)
                                       inorderTraversal (root -> lett);
              display (root -> data)
                                          Print [" . 1 - d -> ", root -> item];
               inorder (root -> right)
                                          inorderTraversal (root -> right);
> Pre order Traversal
                                  void preorder Traversal (Struct node* soot) {
        display (root ->data)
                                      it (root = = NULL) return;
         preorder (root - slept)
                                    Proporder Troversal (root -> left)
          preorder (root -> right)
                                     -Pres order Traversal (root -) sight);
                                      -Printf ("00 d >", root sitem);
 y Postorder Traversal
           Postorder (root -) left)
            postorder (root -> right)
             display ( root > data).
    Pseudo Codet & void tail go a knowled out pulging (6)
        void postorder traversal (struct note* root) for page to
               if (root == NULL) return;
                 postorder Traversal (root -) left);
                  postorder Traversal (root -> right);
                   frintf ("1.d > ", root > item);
                               Education profiles from
            3
                             tampe = tempe 2 - 2 perts
                            iters and item?) the
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Creating Tree node:
    Struct note* create Node (value) &
            Stouct node * newNode = malloc (Cize of (ctruct node));
                new Node -> item = value;
                 newNode -> left = NULL;
                  new Node -> sight = NULL',
                   return now Node;
             3
Insertion on the sight of the Rode.
        Struct mode x insert Right (smuct modex root, intralne)
              root -> right = Create Node (value);
                return root -> right;
           20
 Insertion on the left of the poole.
                 Struct node * insertLeft (struct node * root, intralue)
                   root > left = create Node (value);
                     return root -) left;
                  3
```