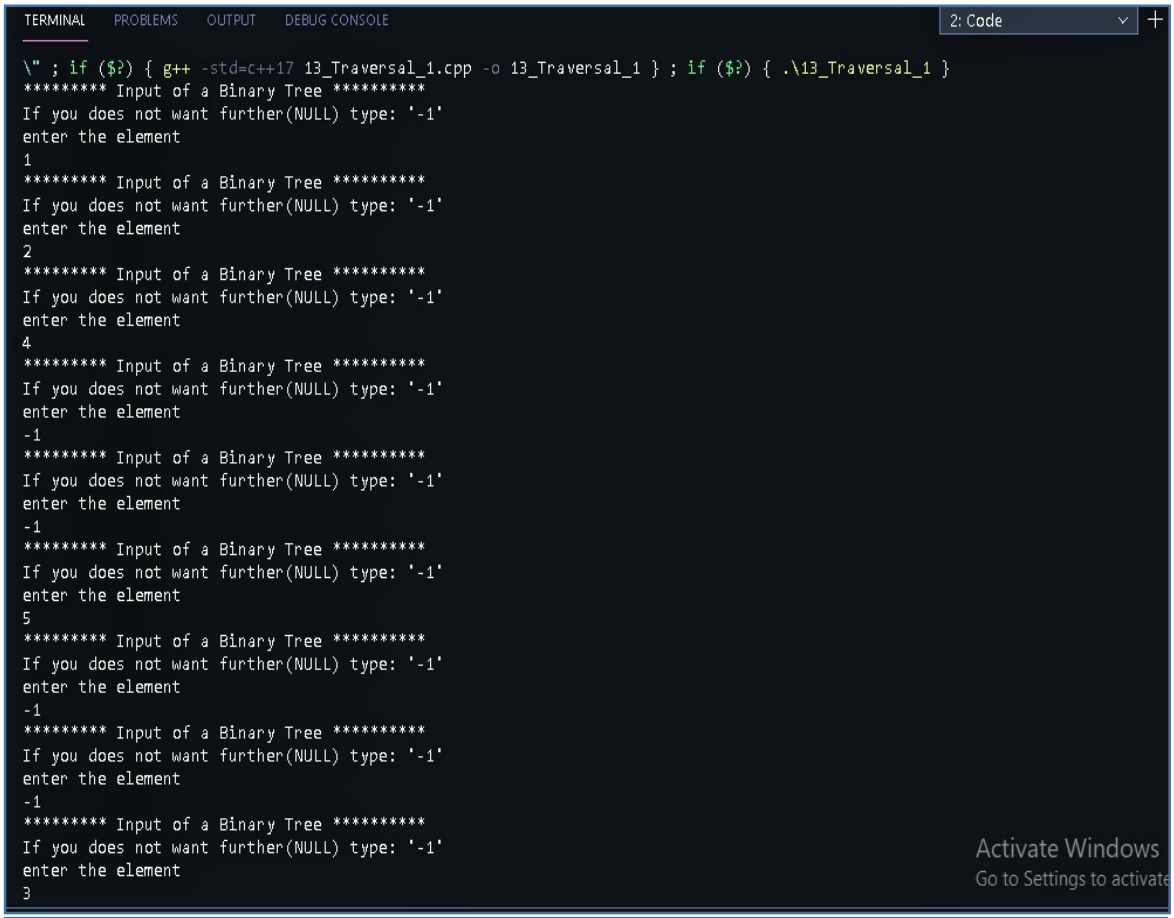
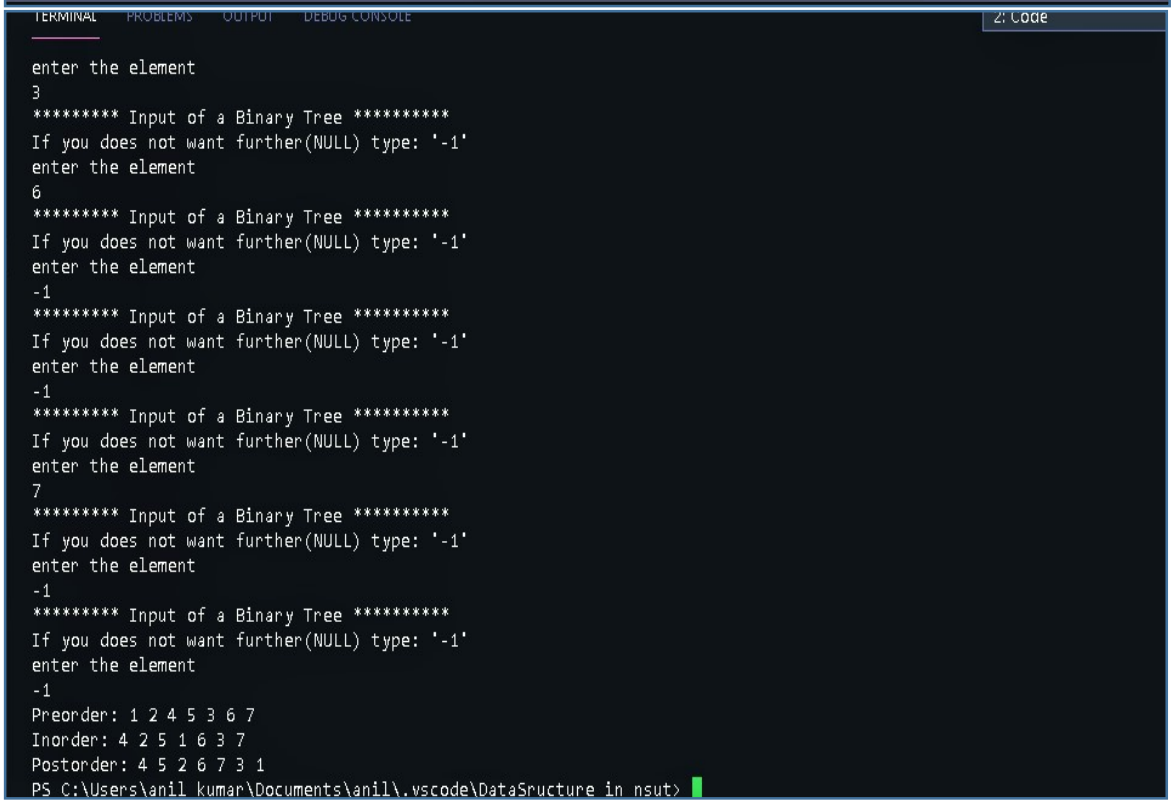
SourceCode

```
#include<iostream>
#include<stack>
using namespace std;
struct node{
public:
    int data;
    node* left;
    node* right;
    node(int val){
        data=val;
        left=NULL;
        right=NULL;
    }
};

node* inputNode(){
    int ele;
    cout<<"********* Input of a Binary Tree **********\nIf you does not
 want further(NULL) type: '-1'\nenter the element\n"<<endl;
    cin>>ele;
    if(ele==-1){
        return NULL;
    }
        node* root=new node(ele);
        root->left=inputNode();
        root->right=inputNode();
        return root;
}
void postorderPrint(node* root){
    if(root==NULL){
        return;
    }
    postorderPrint(root->left);
    postorderPrint(root->right);
    cout<<root->data<<" ";
}
int main(){
    struct node *root=inputNode();
    cout<<"Preorder: ";
    preorderPrint(root);
    cout<<endl;
    cout<<"Inorder: ";
    inorderPrint(root);
    cout<<endl;
    cout<<"Postorder: ";
    postorderPrint(root);
    cout<<endl;
    }
```

Output


TERMINAL PROBLEMS OUTPUT DEBUG CONSOLE
2: Code
\" ; if ($?) { g++ -std=c++17 13_Traversal_1.cpp -o 13_Traversal_1 } ; if ($?) { .\13_Traversal_1 }
********* Input of a Binary Tree **********
If you does not want further(NULL) type: '-1'
enter the element
1
********* Input of a Binary Tree **********
If you does not want further(NULL) type: '-1'
enter the element
2
********* Input of a Binary Tree **********
If you does not want further(NULL) type: '-1'
enter the element
4
********* Input of a Binary Tree **********
If you does not want further(NULL) type: '-1'
enter the element
-1
********* Input of a Binary Tree **********
If you does not want further(NULL) type: '-1'
enter the element
-1
********* Input of a Binary Tree **********
If you does not want further(NULL) type: '-1'
enter the element
5
********* Input of a Binary Tree **********
If you does not want further(NULL) type: '-1'
enter the element
-1
********* Input of a Binary Tree **********
If you does not want further(NULL) type: '-1'
enter the element
-1
********* Input of a Binary Tree **********
If you does not want further(NULL) type: '-1'
enter the element
3
Activate Windows
Go to Settings to activate


TERMINAL PROBLEMS OUTPUT DEBUG CONSOLE
2: Code
enter the element
3
********* Input of a Binary Tree **********
If you does not want further(NULL) type: '-1'
enter the element
6
********* Input of a Binary Tree **********
If you does not want further(NULL) type: '-1'
enter the element
-1
********* Input of a Binary Tree **********
If you does not want further(NULL) type: '-1'
enter the element
-1
********* Input of a Binary Tree **********
If you does not want further(NULL) type: '-1'
enter the element
7
********* Input of a Binary Tree **********
If you does not want further(NULL) type: '-1'
enter the element
-1
********* Input of a Binary Tree **********
If you does not want further(NULL) type: '-1'
enter the element
-1
Preorder: 1 2 4 5 3 6 7
Inorder: 4 2 5 1 6 3 7
Postorder: 4 5 2 6 7 3 1
PS C:\Users\anil kumar\Documents\anil\.vscode\DataSructure in nsut>