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

struct BinaryNode
{
    struct BinaryNode *left;
    struct BinaryNode *right;
    int data;
};

struct BinaryNode * createBinaryNode(int value)
{
    struct BinaryNode *B=(struct BinaryNode *)malloc(sizeof(struct BinaryNode));
    B->left=NULL;
    B->right=NULL;
    B->data=value;
    return B;
};

int checkEquality(struct BinaryNode *root1,struct BinaryNode *root2)
{
    if(root1==NULL&&root2==NULL)
        return 1;
    if(root1==NULL||root2==NULL)
        return 0;

    if(root1->data==root2->data)
    {
        int left=checkEquality(root1->left,root2->left);
        int right=checkEquality(root1->right,root2->right);

        return(left&&right);
    }
}

int main()
{
    struct BinaryNode *root=createBinaryNode(10);
    root->right=createBinaryNode(20);
    root->left=createBinaryNode(30);
    root->left->left=createBinaryNode(40);
    root->left->right=createBinaryNode(50);
    root->right->right=createBinaryNode(60);
    root->right->left=createBinaryNode(70);

    struct BinaryNode *root1=createBinaryNode(10);
    root1->right=createBinaryNode(20);
    root1->left=createBinaryNode(20);


    printf("is tree equal %d",checkEquality(root,root1));
}
```