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

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

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

int allAncestors(struct BinaryNode *root, int value)
{
    if(root==NULL)
        return 0;
    if(root->data==value)
        {
            printf("%d-->",root->data);
            return 1;
        }

    int left=allAncestors(root->left,value);
    int right=allAncestors(root->right,value);

    if(left==0&&right==0)
        return 0;
    else
    {
        printf("%d-->",root->data);
        return 1;
    }
}

int main()
{
    struct BinaryNode *root;
    root=CreateBinaryNode(10);
    root->left=CreateBinaryNode(20);
    root->right=CreateBinaryNode(25);
    root->left->left=CreateBinaryNode(30);
    root->left->right=CreateBinaryNode(35);
    root->right->left=CreateBinaryNode(40);
    root->right->right=CreateBinaryNode(50);

    allAncestors(root,50);
}
```