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

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

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

int FindMax(struct BinaryTree *root)
{ int root_val, left,right,max=0;
    if(root!=NULL)
    {
        root_val= root->data;
        left=FindMax(root->left);
        right=FindMax(root->right);

        if(left>right)
            max=left;
        else
            max=right;
        if(root_val>max)
            max=root_val;
    }
    return max;
}

void main()
{
    struct BinaryTree *root;
    root=CreateBinaryNode(20);
    root->left=CreateBinaryNode(30);
    root->right=CreateBinaryNode(40);
    root->left->left=CreateBinaryNode(220);
    root->left->right=CreateBinaryNode(1420);
    root->right->right=CreateBinaryNode(20);
    root->right->left=CreateBinaryNode(333);
    printf("Maximun Valus is %d",FindMax(root));

}
```