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

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

struct node* create_node(int data)
{
    struct node *node=(struct node *)malloc(sizeof(struct node));
    node->data=data;
    node->right=NULL;
    node->left=NULL;
    return node;
}

void pre_order(struct node *root)
{
    if(root!=NULL)
    {
        printf("\t%d",root->data);
        pre_order(root->left);
        pre_order(root->right);
    }
}
void post_order(struct node *root)
{
    if(root!=NULL)
    {
        post_order(root->left);
        post_order(root->right);
        printf("\t%d",root->data);

    }
}
void in_order(struct node *root)
{
    if(root!=NULL)
    {
        in_order(root->left);
        printf("\t%d",root->data);
        in_order(root->right);

    }
}


void main()
{
    struct node *root;
    root=create_node(20);
    root->left=create_node(30);
    root->right=create_node(40);
    root->left->left=create_node(10);
    root->left->right=create_node(12);
    root->right->left=create_node(45);
    printf("PRE ORDER \n");
    pre_order(root);
    printf("\n\n\nPOST ORDER \n");
    post_order(root);
    printf("\n\n\nIN ORDER \n");
    in_order(root);
}
```