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

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

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

}
void printArray(int path[],int pathlength)
{
    for(int i=0;i<pathlength;i++)
        printf("%d-->",path[i]);
        printf("\n\n");
}

void AllpathsinTree(struct BinaryTree *root,int path[],int pathlength)
{
    if(root==NULL)
        return;
    path[pathlength]=root->data;
    pathlength++;
    if(root->left==NULL&&root->right==NULL)
        printArray(path,pathlength);
    else
    {
        AllpathsinTree(root->left,path,pathlength);
        AllpathsinTree(root->right,path,pathlength);
    }


}




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


    int path[20];
    AllpathsinTree(root,path,0);
}
```