```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;

}

int leastCommonAncestor(struct BinaryTree *root,int a, int b)
{
    if(!root)
        return 0;
    if(root->data==a||root->data==b)
        return root->data;
    int  left=leastCommonAncestor(root->left,a,b);
    int right=leastCommonAncestor(root->right,a,b);

    if(left&&right)
        return root->data;
    else
    return (left?left:right);
}

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);

    printf("least common ancestor is %d",leastCommonAncestor(root,30,50));
}

```