```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 SearchElementinTree(struct BinaryTree *root, int data)
{
    if(root==NULL)
    {
        return 0;
    }
    if(root->data==data)
        return 1;
    else
    {
        int temp=SearchElementinTree(root->left,data);
        if(temp!=0)
            return temp;
        else
        return SearchElementinTree(root->right,data);
    }
}

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("1 if found , otherwisw 0\n\n\n %d",SearchElementinTree(root,1420));

}
```