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

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

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

struct BinaryNode * LCA(struct BinaryNode *root, int a, int b)
{
    if(!root)
        return NULL;
    if(a>root->data&&b>root->data)
        return LCA(root->right,a,b);
    else if(a<root->data&&b<root->data)
        return LCA(root->left,a,b);
        else
            return root;
}
void main()
{
    struct BinaryNode *root=createBinaryNode(50);
    root->left=createBinaryNode(30);
    root->right=createBinaryNode(60);
    root->left->left=createBinaryNode(20);
    root->left->right=createBinaryNode(35);
    root->right->right=createBinaryNode(70);
    root->right->left=createBinaryNode(56);
    root->right->left->left=createBinaryNode(54);

    printf("LCA is %d",LCA(root,70,54)->data);
}
```