```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;
};

int isQuasi_IsoMorphicSructure(struct BinaryNode *root1,struct BinaryNode *root2)
{
    if(!root1&&!root2)
        return 1;

    if(!root1&&root2||!root2&&root1)
        return 0;

    int a=isQuasi_IsoMorphicSructure(root1->left,root2->left);
    int b=isQuasi_IsoMorphicSructure(root1->left,root2->right);
    int c=isQuasi_IsoMorphicSructure(root1->right,root2->right);
    int d=isQuasi_IsoMorphicSructure(root1->right,root2->left);

    if((a&c)|(b&d))
        return 1;

    else
        return 0;
}

void main()
{
    struct BinaryNode *root1=createBinaryNode(10);
    root1->left=createBinaryNode(20);
    root1->left->left=createBinaryNode(20);
    root1->left->left->left=createBinaryNode(30);

    struct BinaryNode *root2=createBinaryNode(10);
    root2->right=createBinaryNode(20);
    root2->right->right=createBinaryNode(20);
    root2->right->right->right=createBinaryNode(30);

    printf("Are 2 structures quasi-isomorphic to each other : %d",
isQuasi_IsoMorphicSructure(root1,root2));
}
```