```cpp
#include<iostream>
#include<stdio.h>
#include<stdlib.h>

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

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

int numberOfLeaves(struct BinaryNode *root)
{

    if(root->left==NULL&&root->right==NULL)
    {
        return 1;
    }


    int left=numberOfLeaves(root->left);
    int right=numberOfLeaves(root->right);

    int Number=left+right;
    return Number;
}

int main()
{
    struct BinaryNode *root=createBinaryNode(10);
    root->right=createBinaryNode(20);
    root->left=createBinaryNode(30);
    root->left->left=createBinaryNode(40);
    root->left->right=createBinaryNode(50);
    root->right->right=createBinaryNode(60);
    root->right->left=createBinaryNode(70);

    printf("Number of leaves is %d",numberOfLeaves(root));
}
```