```
#include<stdio.h>
#include<conio.h>
#include<malloc.h>
struct NODE
{
       int data;
       struct NODE *left;
       struct NODE *right;
};
typedef struct NODE node;
node *root=NULL;
void create(node *tree, node *n)
{
        int ch;
        printf("\nWant to insert left(press 1) or right (press 2) of parent %d ",tree->data);
        scanf("%d",&ch);
       if(ch==2)
       {
               if(tree->right==NULL)
                        tree->right=n;
               else
                       create(tree->right,n);
       }
        else
        if(ch==1)
```

```
{
               if(tree->left==NULL)
                        tree->left=n;
                else
                        create(tree->left,n);
       }
}
void inorder(node *p)
{
       if(p!=NULL)
       {
               inorder(p->left);
               printf("%d ",p->data);
               inorder(p->right);
       }
}
void preorder(node *p)
{
        if(p!=NULL)
       {
               printf("%d ",p->data);
               preorder(p->left);
               preorder(p->right);
       }
```

```
}
void postorder(node * p)
{
       if(p!=NULL)
       {
                postorder(p->left);
                postorder(p->right);
                printf("%d ",p->data);
       }
}
void main()
{
        int choice;
        char ca,cho;
       clrscr();
        do
        {
        printf("\nEnter choice: \t1.INSERT \t2.INORDER \t3.PRE ORDER \t4.POST ORDER ");
        scanf("%d",&choice);
        switch(choice)
        {
                case 1: do
                        {
                               node *start;
                               start=(node*)malloc(sizeof(node));
```

```
printf("\nEnter data ");
                scanf("%d",&start->data);
                start->left=start->right=NULL;
                if(root==NULL)
                        root=start;
                else
                        create(root,start);
                printf("\nWant to enter more elements?(y/n) ");
                fflush(stdin);
               scanf("%c",&cho);
        }while(cho=='y'||cho=='Y');
        break;
case 2: if(root==NULL)
                printf("\nTREE IS EMPTY.");
        else
               inorder(root);
        break;
case 3: if(root==NULL)
                printf("\nTREE IS EMPTY.");
        else
                preorder(root);
        break;
case 4: if(root==NULL)
                printf("\nTREE IS EMPTY.");
```