```cpp
/*
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*/

#include <iostream>
#include <iomanip>
using namespace std;
struct bst
{
    int data;
    bst *left = NULL, *right = NULL;
};
class tree
{
public:
    bst *root = NULL;
    void create()
    {
        bst *nn = new bst;
        bst *cn, *parent;
        cn = root;
        cout << "enter data in tree:" << endl;
        cin >> nn->data;
        if (cn == NULL)
        {
            root = nn;
        }
        else
        {
            while (cn != NULL)
            {
                parent = cn;
                if (cn->data > nn->data)
                {
                    cn = cn->left;
                }
                else
                {
                    cn = cn->right;
                }
            }
            if (parent->data > nn->data)
            {
                parent->left = nn;
            }
            else
            {
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                parent->right = nn;
            }
        }
    }
    void display()
    {
        int ch;
        cout << "enter the choice:1)inorder2)preorder:" << endl;
        cin >> ch;
        bst *cn = root;
        if (cn == NULL)
        {
            cout << "binary tree is not in existance" << endl;
        }
        else
        {
            if (ch == 1)
                inorder(cn);
            else if (ch == 2)
                preorder(cn);
            else
            {
                cout << "wrong choice" << endl;
            }
        }
        cout << endl;
    }
    void inorder(bst *root)
    {
        bst *cn = root;
        if (cn != NULL)
        {
            inorder(cn->left);
            cout << cn->data << " ";
            inorder(cn->right);
        }
    }
    void preorder(bst *root)
    {
        bst *cn = root;
        if (cn != NULL)
        {
            cout << cn->data << " ";
            preorder(cn->left);
            preorder(cn->right);
        }
    }
};
```

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int main()
{
    tree bstree;
    int choice, ch;
    while (1)
    {
        cout << endl
            << "menu" << endl
            << "1)insert" << endl
            << "2)display" << endl
            << "3)exit" << endl;
        cin >> choice;
        cout << endl;
        switch (choice)
        {
        case 1:
            do
            {
                bstree.create();
                cout << "want to add more:1)yes" << endl;
                cin >> ch;
            } while (ch == 1);
            break;
        case 2:
            bstree.display();
            break;
        case 3:
            return 0;
            break;
        default:
            cout << "wrong choice" << endl;
            break;
        }
    }
    return 0;
}
```