Athiog Bijy SIMCA Roll no: 4.

aporte a goog ram to create abinary search tree and defermine the following.

a number of nodes in the tree b. sum of all nodes. e left or right food root is bit

Algoalthm

step 1: start

step 2: Declare a node in info, left, right, sum left and sum aight

steps: create a new node. bet left and right k NULL coeqteit.

Step4: 15 top 200 t 15 bull add values to the bodes of left subtoce. calculate sum will calculate the sum of all node in binary tree. locted

a) If It is empty If COOOt = = NULL).

> point null set uon o

b). calculate left subtoee.

c) calculate right subtoce

a) sucalculate the left and right.

Adding values to the trees. steps:

steps: Display all bodes are given by.

Display the sum of all nodes. step7:

stop. step 8:

```
PROGRAM
#include <stdio.h>
#include <stdlib.h>
struct node
  int info;
  struct node *left, *right ,*sumLeft,*sumRight;
};
struct node *createnode(int key)
{
  struct node *newnode = (struct node*)malloc(sizeof(struct node));
  newnode->info = key;
  newnode->left = NULL;
  newnode->right = NULL;
  return(newnode);
}
static int count = 0;
int countnodes(struct node *root)
{
  if(root != NULL)
  {
    countnodes(root->left);
    count++;
```

```
countnodes(root->right);
 }
  return count;
}
int main()
{
  struct node *newnode = createnode(25);
  newnode->left = createnode(28);
  newnode->right = createnode(19);
  newnode->left->left = createnode(18);
  newnode->left->right = createnode(92);
  newnode->right->left = createnode(14);
  newnode->right->right = createnode(56);
  printf("Number of nodes in tree 1 = %d ",countnodes(newnode));
  printf("\n");
  count = 0;
  struct node *node = createnode(1);
  node->right = createnode(2);
  node->right->right = createnode(3);
  node->right->right = createnode(4);
  node->right->right->right = createnode(5);
  printf("Number of nodes in tree 2 = %d ",countnodes(node));
  printf("\n");
  count = 0;
```

```
printf("Sum of all nodes of binary tree: %d", calculateSum(root));
return 0;
}
```

Output: