# include <iostream>

# include <cstdlib>

using namespace std;

struct node

{

int info;

struct node \*left;

struct node \*right;

};

struct node\* root;

struct node\* insert(struct node\* Sroot, int val){

if(root ==NULL){

root = new node();

root->info = val;

root->left = root->right= NULL;

cout <<"insertrd " << root->info <<endl;

}

else{

struct node\* temp = NULL;

while(Sroot!=NULL){

temp = Sroot;

if(val<Sroot->info)

{

Sroot = Sroot->left;

}

else {

Sroot = Sroot->right;

}

}

struct node\* N = new node();

N->info = val;

if(val <temp->info)

{

temp->left = N;

cout <<endl<<"L-insertrd " << N->info <<endl;

}

else {

temp->right = N;

cout <<endl<<"R-insertrd " << N->info <<endl;

}

return N;

}

}

void inorder(struct node\* P){

{

if (root == NULL)

{

cout<<"Tree is empty"<<endl;

return;

}

if (P != NULL)

{

inorder(P->left);

cout<<P->info<<" ";

inorder(P->right);

}

}

}

int main () {

insert(root,5);

insert(root,3);

insert(root,10);

insert(root,54);

insert(root,7);

insert(root,0);

cout <<endl<<"inorder is ";

inorder(root);

}