Node

```
1  struct node
2  {
3     int entry;
4     struct node *left;
5     struct node *right;
6  };
```

Making node

```
1  struct node * make_node(int new_entry)
2  {
3     struct node * a;
4     a=(struct node *)malloc(sizeof(struct node));
5     a->entry=new_entry;
6
7     return a;
8  }
```

Add node

```
1  struct node * add_node(struct node * here,int e)
2  {
3
4     if(here==NULL)
5        return make_node(e);
6
7     if(e<here->entry)
8           here->left = add_node(here->left,e);
9     else
10          here->right = add_node(here->right,e);
11    return here;
12
13 }
```

Find a node

```
1  struct node * find_entry(struct node* root, int a)
2  {
3    if(root==NULL)
4      return root;
5    else if(root->entry==a)
6      return root;
7
8    if(root->entry>a)
9      return find_entry(root->left,a);
10   return find_entry(root->right,a);
11 }
```