

# 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 }
```