```
#include <stdio.h>
#include <stdlib.h>  // for exit()
#define SIZE 100

int a[SIZE], c, p, n = 0;

void bst(int ele) {
   if (a[0] == 0) {  // changed NULL to 0
      a[0] = ele;
      return;
   }
   c = 0;
   p = -1;
   while (a[c] != 0) {  // changed NULL to 0
      p = c;
      if (ele < a[c])
         c = 2 * c + 1;
      else
         c = 2 * c + 2;
   }
   a[c] = ele;
}

void display() {
   int i;
   for (i = 0; i < SIZE; i++) {
      if (a[i] == 0)  // changed NULL to 0
         continue;
      printf("a[%d] = %d\n", i, a[i]);
```

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    }
}

int main() {  // changed void to int
    int ch, i, j, ele;
    for (i = 0; i < SIZE; i++)
        a[i] = 0;  // changed NULL to 0
    printf("1. bst\n2. display\n3. exit\n");  // added third option
    for (;;) {
        printf("\nEnter choice\n");
        scanf("%d", &ch);
        switch (ch) {
            case 1:
                printf("\nEnter no of ele to enter\n");
                scanf("%d", &j);
                printf("\nEnter the array of elements\n");
                for (i = 0; i < j; i++) {
                    scanf("%d", &ele);
                    bst(ele);
                }
                break;
            case 2:
                display();
                break;
            case 3:
                exit(0);
            default:  // added default case
                printf("\nInvalid choice\n");
                break;
```

```
        }
    }
    return 0;  // added return statement
}
```

Output:

1. bst

2. display

3. exit

Enter choice

1

Enter no of ele to enter

8

Enter the array of elements

50

20

3

15

30

45

60

10

Enter choice

2

A[0] = 50

A[1] = 20

A[2] = 60

A[3] = 3

A[4] = 30

A[8] = 15

A[10] = 45

A[17] = 10

Enter choice

3