

```
void inorder (node *root)
```

```
{ if (root != NULL)
```

```
{ inorder (root->left),
```

```
printf ("%d", root->data),
```

```
inorder (root->right),
```

```
}
```

```
}
```

```
void preorder
```

```
void preorder (node *root)
```

```
{ if (root != NULL)
```

```
{ printf ("%d", root->data),
```

```
preorder (root->left),
```

```
preorder (root->right),
```

```
}
```

```
}
```

```
void postorder (node * root)
```

```
{  
    if (root != NULL)
```

```
{
```

```
    postorder (root->left),
```

```
    postorder (root->right),
```

```
    printf ("%d", root->data),
```

```
}
```

```
}
```

```
void insert (node * root, node * temp)
```

```
{  
    if (temp->data < root->data)
```

```
{  
        if (root->left != NULL)
```

```
            insert (root->left, temp),
```

```
        else
```

```
            root->left = temp,
```

```
    }
```

```
    if (temp->data > root->data)
```

```
{
```

```
        if (root->right != NULL)
```

```
            insert (root->right, temp),
```

```
        else
```

```
            root->right = temp,
```

```
    }
```

```
}
```