

10). typedef struct Node

```
{
    int data;
    struct Node *left, *right;
} node;
```

node * create(int data)

```
{
    node * temp;
    temp = (node *) malloc(sizeof(node));
    temp->data = data;
    temp->left = temp->right = NULL;
    return temp;
}
```

void inorder(node *root)

```
{
    if (root != NULL)
    {
        inorder(root->left);
        printf("%d", root->data);
        inorder(root->right);
    }
}
```

void preorder(node *root)

```
{
    if (root != NULL)
    {
        printf("%d", root->data);
        preorder(root->left);
        preorder(root->right);
    }
}
```

void postorder(node *root)

```
{
```



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

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```
{  
    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;  
    }
```

```
}
```

```
int main (void)
```

```
{  
    node *root = NULL, *temp;  
    int choice = 0;  
    while (choice != 2)  
    {  
        temp =  
        printf("1 - insert \n");  
        printf("2 - Exit \n");
```

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```
printf("Enter your choice:");  
scanf("%d", &choice);  
if(choice == 1)  
{  
    int val;  
    printf("Enter the value:");  
    scanf("%d", &val);  
    temp = create(val);  
    if (root == NULL)  
        root = temp;  
    else  
        insert(root, temp);  
}  
else if (choice == 2)  
    break;  
else  
    printf("Invalid choice\n");  
}  
printf("Inorder traversal:");  
inorder(root);  
printf("Preorder traversal:");  
preorder(root);  
printf("Postorder traversal:");  
postorder(root);  
}
```