

```
#include <stdio.h>
#include <stdlib.h>
#include <stdbool.h>
```

```
typedef struct binary_node {
```

```
    int data;
```

```
    struct binary_node *left;
```

```
    struct binary_node *right;
```

```
} node;
```

```
void
```

```
void insert (node **root, int d)
```

```
{
```

```
    if (*root == NULL)
```

```
    {
```

```
        (*root) = (node*) malloc (sizeof (node));
```

```
        (*root) -> left = NULL;
```

```
        (*root) -> data = d;
```

```
        (*root) -> right = NULL;
```

```
    }
```

```
    else
```

```
    {
```

```
if (d < (*root) -> left)
```

```
if (d < (*root) -> left)
```

```
    if (d < (*root -> data))
```

```
        insert (& (*root -> left), d);
```

```
    else
```

```
        insert (& (*root -> right), d);
```

```
    }
```

```
}
```

```

void inorder (node *root)
{
    if (root == NULL)
        return;
    inorder (root → left);
    printf ("%d", root → data);
    inorder (root → right);
}

```

```

void preorder (node *root)
{
    if (root == NULL)
        return;
    printf ("%d", root → data);
    preorder (root → left);
    preorder (root → right);
}

```

```

void postorder (node *root)
{
    if (root == NULL)
        return;
    postorder (root → left);
    postorder (root → right);
    printf ("%d", root → data);
}

```

```

bool search (node *root, int key)
{
    if (root == NULL)
        return false;
    if (root → data == key)
        return true;
    else
    {
        if (key < root → data)
            return search (root → left, key);
        else
            return search (root → right, key);
    }
}

```



```
int main() {
```

```
node *root = NULL;
```

```
int choice;
```

```
int d;
```

```
printf("1. Insert in BST\n 2. Pre Order\n 3. In Order\n 4. Post Order\n 5. Search\n 6. Exit\n");
```

```
printf("Your choice : ");
```

```
scanf("%d", &choice);
```

```
while (choice != 6)
```

```
{
```

```
    switch (choice)
```

```
    {
```

```
        case 1: printf("Enter element to be inserted : ");
```

```
        scanf("%d", &d);
```

```
        insert(&root, d);
```

```
        printf("%d inserted in the tree\n", d);
```

```
        break;
```

```
        case 2: printf("Pre Order traversal is : \n");
```

```
        preorder
```

```
        preorder(root);
```

```
        printf("\n");
```

```
        break;
```

```
        case 3: printf("In order traversal is : \n");
```

```
        inorder(root);
```

```
        printf("\n");
```

```
        break;
```

```
        case 4: printf("Post Order traversal is : \n");
```

```
        postorder(root);
```

```
        printf("\n");
```

```
        break;
```

```
        case 5: printf("Enter element to be searched : ");
```

```
        scanf("%d", &d);
```

```
        if (search(root, d)) {
```

```
            printf("Element found! \n");
```

```
        }
```

```
        else
```

2

printf("Element not Found\n");

3

4

printf("Your next choice : ");

scanf("%d", &choice);

5

return 0;

}