```c
#include<stdio.h>
#include<stdlib.h>
struct Node{
int data;
struct Node *left,*right;
};

typedef struct Node node;
node *root;

void display(node *top){
if(top != NULL){
display(top->left);
printf(" %d ",top->data);
display(top->right);
}}

void insert(int myData,node **top){
node *temp=(node *)malloc(sizeof(node));
temp->data=myData;
temp->left=NULL;
temp->right=NULL;

if(*top==NULL){
*top=temp;
}else{
if(myData<=((*top)->data)) {
insert(myData,&(*top)->left);
}else{
insert(myData,&(*top)->right);
}}}

int main(){
insert(1,&root);
insert(4,&root);
insert(2,&root);
display(root);
puts("");
return 0;
}
```