#include <iostream>

#include<cstdio>

using namespace std;

struct node

{

int data;

struct node \*left,\*right;

};

class make

{

public:

node \*head;

make():head(NULL)

{

cout<<head<<"ok";

}

void newnode(int value)

{

node \*temp= new node;

temp->data=value;

temp->left=NULL;

temp->right=NULL;

if(head==NULL)

{ cout<<"sdff";

head=temp;

temp=NULL;

}

else

{ node \*ret=NULL;

node \*pointer=head;

while(pointer != NULL)

{

if (pointer->data > value)

{

ret=pointer;

pointer=pointer->left;

}

else

{

ret=pointer;

pointer=pointer->right;

}

}

if(ret->data > value)

{

ret->left=temp;

}

else

{

ret->right=temp;

}

}

}

void display()

{

cout<<"head"<<head->data;

cout<<"1left"<<head->left->data;

cout<<"1right"<<head->right->data;

}

};

int main()

{

make m;

m.newnode(1);

m.newnode(5);

m.newnode(3);

m.newnode(47);

m.newnode(1);

m.display();

return 0;

}