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#include <stdio.h>
#include <stdlib.h>
struct tree{
    int data;
    struct tree *left , *right;
};
struct tree *root=NULL , *newnode , *temp;

struct tree *createTree(){
    int x;
    newnode=(struct tree *)malloc(sizeof(struct tree));
    printf("Enter the element: ");
    scanf("%d",&x);
    newnode->data=x;

    printf("Enter the left child of %d",x);
    newnode->left=createTree();

    printf("Enter the right child of %d",x);
    newnode->right=createTree();

    return newnode;
}

int search(struct tree *root , int data){
    if(root==NULL){
        return 0;
    }
    else if(root->data==data){
        return 1;
    }
    else if(root->data >=data){
        return search(root->left,data);
    }
    else{
        return search(root->right,data);
    }
}

void main(){
    root=createTree();
    while(1){
        int n,k;
        printf("To continue press 1 to exit press 0: ");
        scanf("%d",&k);
        if(k==1){
            printf("Enter the element to search: ");
            scanf("%d",&n);
            if(search(root,n)==1){
                printf("Found");
            }
            else{
                printf("Not Found");
            }
        }
        else{
            break;
        }
    }
}

```