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COURSE NAME: DATA STRUCTURES FOR MODERN COMPUTING SYSTEMS

COURSE CODE: CSA0302

```
Experiment 19: Binary Tree Traversing
Code:
#include <stdio.h>
#include <stdlib.h>
struct node {
  int data;
  struct node *left, *right;
};
struct node* createNode(int value) {
  struct node* newNode = (struct node*)malloc(sizeof(struct node));
  newNode->data = value;
  newNode->left = newNode->right = NULL;
  return newNode;
}
void inorder(struct node* root) {
  if (root == NULL) return;
  inorder(root->left);
  printf("%d ", root->data);
  inorder(root->right);
}
void preorder(struct node* root) {
  if (root == NULL) return;
  printf("%d ", root->data);
  preorder(root->left);
  preorder(root->right);
}
void postorder(struct node* root) {
```

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if (root == NULL) return;
  postorder(root->left);
  postorder(root->right);
  printf("%d ", root->data);
}
int main() {
  struct node* root = createNode(1);
  root->left = createNode(2);
  root->right = createNode(3);
  root->left->left = createNode(4);
  root->left->right = createNode(5);
  printf("Inorder Traversal: ");
  inorder(root);
  printf("\n");
  printf("Preorder Traversal: ");
  preorder(root);
  printf("\n");
  printf("Postorder Traversal: ");
  postorder(root);
  printf("\n");
  return 0;
}
Output:
Inorder Traversal: 4 2 5 1 3
Preorder Traversal: 1 2 4 5 3
Postorder Traversal: 4 5 2 3 1
=== Code Execution Successful ===
```