

BST

```

void insert(struct BST *root, struct BST *temp) {
    if (temp->data < root->data) {
        if (root->left != NULL)
            insert(root->left, temp);
        else
            root->left = temp;
    }
    if (temp->data > root->data) {
        if (root->right != NULL)
            insert(root->right, temp);
        else
            root->right = temp;
    }
}

```

```

void inorder(struct BST *root) {
    if (root != NULL) {
        inorder(root->left);
        printf("\n%d", root->data);
        inorder(root->right);
    }
}

```

```

void postorder(struct BST *root) {
    if (root != NULL) {
        postorder(root->left);
        postorder(root->right);
        printf("\n%d", root->data);
    }
}

```

```

void preorder(struct BST *root) {
    if (root != NULL) {
        printf("\n%d", root->data);
        preorder(root->left);
        preorder(root->right);
    }
}

```