1) C program to implement a binary tree and perform in-order, pre-order, and postorder traversal

```
#include <stdio.h>
#include <stdlib.h>
typedef struct Node
{
  int data;
  struct Node* left;
  struct Node* right;
} Node;
Node* createNode(int data)
{
  Node* newNode = (Node*)malloc(sizeof(Node));
  if (newNode == NULL)
  {
    printf("Memory allocation failed!\n");
    exit(1);
  }
  newNode->data = data;
  newNode->left = NULL;
  newNode->right = NULL;
  return newNode;
}
Node* insertNode(Node* root, int data)
{
  if (root == NULL)
  {
    return createNode(data);
  }
```

```
if (data < root->data)
  {
    root->left = insertNode(root->left, data);
  }
  else
    root->right = insertNode(root->right, data);
  }
  return root;
}
void inOrderTraversal(Node* root)
{
  if (root != NULL)
  {
    inOrderTraversal(root->left);
    printf("%d ", root->data);
    inOrderTraversal(root->right);
  }
}
void preOrderTraversal(Node* root)
{
  if (root != NULL)
  {
    printf("%d ", root->data);
    preOrderTraversal(root->left);
    preOrderTraversal(root->right);
  }
}
void postOrderTraversal(Node* root)
```

```
{
  if (root != NULL)
  {
    postOrderTraversal(root->left);
     postOrderTraversal(root->right);
     printf("%d ", root->data);
  }
}
void freeTree(Node* root)
{
  if (root != NULL)
  {
     freeTree(root->left);
    freeTree(root->right);
    free(root);
  }
}
int main()
{
  Node* root = NULL;
  root = insertNode(root, 5);
  root = insertNode(root, 3);
  root = insertNode(root, 7);
  root = insertNode(root, 2);
  root = insertNode(root, 4);
  root = insertNode(root, 6);
  root = insertNode(root, 8);
  printf("In-order traversal: ");
  inOrderTraversal(root);
```

```
printf("\n");
printf("Pre-order traversal: ");
preOrderTraversal(root);
printf("\n");
printf("Post-order traversal: ");
postOrderTraversal(root);
printf("\n");
freeTree(root);
return 0;
}
```

OUT PUT:

```
/tmp/7Kt2ikf20a.o
In-order traversal: 2 3 4 5 6 7 8
Pre-order traversal: 5 3 2 4 7 6 8
Post-order traversal: 2 4 3 6 8 7 5
=== Code Execution Successful ===
```