

```
#include<iostream>

using namespace std;

struct Node
{
    int data;

    struct Node *left,*right;

    Node(int data)
    {
        this->data=data;

        left=right=NULL;
    }
};

void preorderTraversal(struct Node* node)
{
    if(node==NULL)
        return;

    cout<<node->data<<"->";

    preorderTraversal(node->left);

    preorderTraversal(node->right);
}

void postorderTraversal(struct Node* node)
{
    if(node==NULL)
        return;

    postorderTraversal(node->left);

    postorderTraversal(node->right);

    cout<<node->data<<"->";
}
```

```

}

void inorderTraversal(struct Node* node)
{
    if(node==NULL)
        return;

    inorderTraversal(node->left);

    cout<<node->data<<"-";

    inorderTraversal(node->right);
}

int main()
{
    struct Node* root=new Node(1);

    root->left=new Node(12);

    root->right=new Node(9);

    root->left->left=new Node(5);

    root->left->right=new Node(6);

    cout<<"Inorder traversal";

    inorderTraversal(root);

    cout<<"\nPreorder traversal";

    preorderTraversal(root);

    cout<<"\nPostorder traversal";

    postorderTraversal(root);
}

```

```
Inorder traversal5->12->6->1->9->  
Preorder traversal1->12->5->6->9->  
Postorder traversal5->6->12->9->1->
```

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```

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Process exited after 0.04551 seconds with return value 0
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Press any key to continue . . . |
```