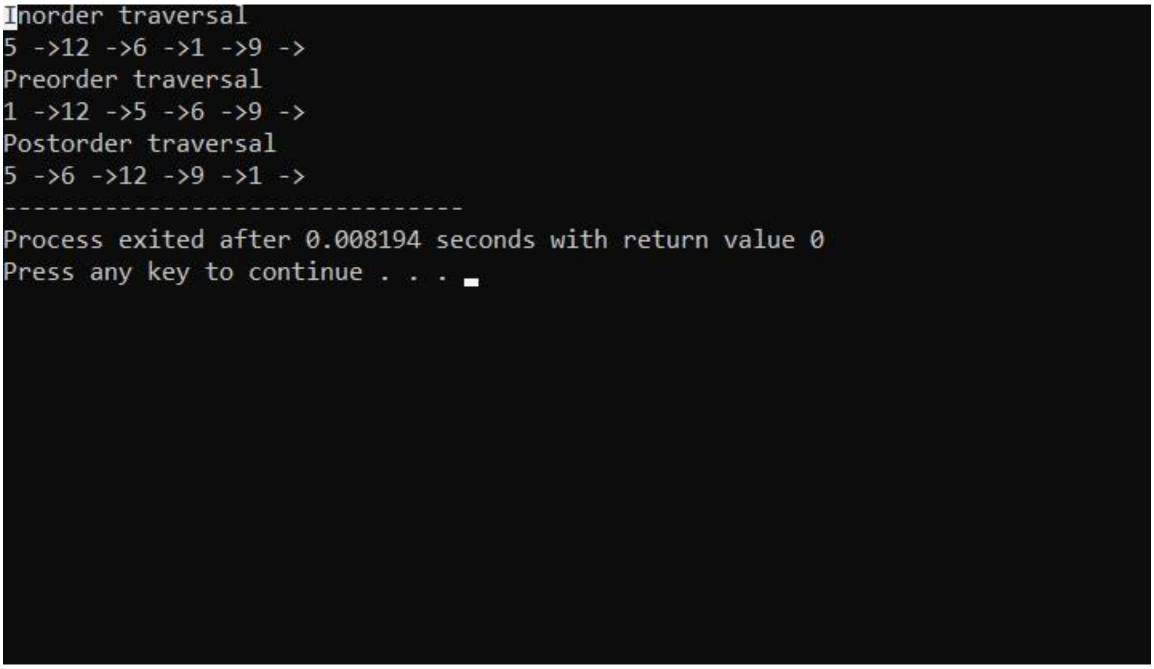
```
#include <stdio.h>

#include <stdlib.h>

struct node

{

  int item;

  struct node* left;

  struct node* right;

};

void inorderTraversal(struct node* root)

 {

  if (root == NULL) return;

  inorderTraversal(root->left);

 printf("%d ->", root->item);

  inorderTraversal(root->right);

}

void preorderTraversal(struct node* root)

 {

  if (root == NULL) return;

  printf("%d ->", root->item);

preorderTraversal(root->left);

  preorderTraversal(root->right);

}

void postorderTraversal(struct node* root)

 {

  if (root == NULL) return;

  postorderTraversal(root->left);

 postorderTraversal(root->right);

  printf("%d ->", root->item);

}

struct node* createNode(value)

 {
  struct node* newNode = malloc(sizeof(struct node));
  newNode->item = value;
 newNode->left = NULL;
  newNode->right = NULL;

  return newNode;
}
struct node* insertLeft(struct node* root, int value)
 {
  root->left = createNode(value);
  return root->left;
}
struct node* insertRight(struct node* root, int value)
 {
  root->right = createNode(value);
 return root->right;
}
int main()
 {
  struct node* root = createNode(1);
insertLeft(root, 12);
 insertRight(root, 9);
insertLeft(root->left, 5);
 insertRight(root->left, 6);
printf("Inorder traversal \n");
  inorderTraversal(root);
printf("\nPreorder traversal \n");
  preorderTraversal(root);
printf("\nPostorder traversal \n");
  postorderTraversal(root);
}
```



```
Inorder traversal
5 ->12 ->6 ->1 ->9 ->
Preorder traversal
1 ->12 ->5 ->6 ->9 ->
Postorder traversal
5 ->6 ->12 ->9 ->1 ->
--------------------------------
Process exited after 0.008194 seconds with return value 0
Press any key to continue . . .
```