

tree.c - Code::Blocks 20.03

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```
1 #include <stdio.h>
2 #include <stdlib.h>
3 struct Node {
4     int data;
5     struct Node *left, *right;
6 };
7 struct Node* createNode(int value) {
8     struct Node* newNode = (struct Node*)malloc(sizeof(struct Node));
9     newNode->data = value;
10    newNode->left = newNode->right = NULL;
11    return newNode;
12 }
13 struct Node* insert(struct Node* root, int value) {
14     if (root == NULL)
15         return createNode(value);
16
17     if (value < root->data)
18         root->left = insert(root->left, value);
19     else if (value > root->data)
20         root->right = insert(root->right, value);
21
22     return root;
23 }
24 void inorder(struct Node* root) {
25     if (root != NULL) {
26         inorder(root->left);
27         printf("%d ", root->data);
28         inorder(root->right);
29     }
30 }
31 void preorder(struct Node* root) {
32     if (root != NULL) {
33         printf("%d ", root->data);
34         preorder(root->left);
35         preorder(root->right);
36     }
37 }
38 void postorder(struct Node* root) {
39     if (root != NULL) {
40         postorder(root->left);
41         postorder(root->right);
42         printf("%d ", root->data);
43     }
44 }
45 void displayAll(struct Node* root) {
46     if (root == NULL) {
47         printf("Tree is empty!\n");
48         return;
49     }
50     struct Node* queue[100];
51 }
```

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```
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35     preorder(root->right);
36 }
37
38 void postorder(struct Node* root) {
39     if (root != NULL) {
40         postorder(root->left);
41         postorder(root->right);
42         printf("%d ", root->data);
43     }
44 }
45 void displayAll(struct Node* root) {
46     if (root == NULL) {
47         printf("Tree is empty!\n");
48         return;
49     }
50     struct Node* queue[100];
51     int front = 0, rear = 0;
52     queue[rear] = root;
53     printf("Elements in the tree: ");
54     while (front < rear) {
55         struct Node* temp = queue[front++];
56         printf("%d ", temp->data);
57         if (temp->left)
58             queue[rear++] = temp->left;
59         if (temp->right)
60             queue[rear++] = temp->right;
61     }
62     printf("\n");
63 }
64
65 int main() {
66     struct Node* root = NULL;
67     int n, value, i;
68     printf("Enter number of elements: ");
69     scanf("%d", &n);
70     for (i = 0; i < n; i++) {
71         printf("Enter value %d: ", i + 1);
72         scanf("%d", &value);
73         root = insert(root, value);
74     }
75     printf("\nInorder Traversal : ");
76     inorder(root);
77     printf("\nPreorder Traversal : ");
78     preorder(root);
79     printf("\nPostorder Traversal : ");
80     postorder(root);
81     printf("\n");
82     displayAll(root);
83     return 0;
84 }
85 
```

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```
C:\Users\Admin\Desktop\tree.exe
Enter number of elements: 5
Enter value 1: -16
Enter value 2: 66
Enter value 3: 34
Enter value 4: 7
Enter value 5: -9
Inorder Traversal : -16 -9 7 34 66
Preorder Traversal : -16 66 34 7 -9
Postorder Traversal : -9 7 34 66 -16
Elements in the tree: -16 66 34 7 -9
Process returned 0 (0x0) execution time : 22.507 s
Press any key to continue.
```

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