

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 }
51 struct Node* queue[100];
```

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```
35     preorder(root->right);
36 }
37
38
39 void postorder(struct Node* root) {
40     if (root != NULL) {
41         postorder(root->left);
42         postorder(root->right);
43         printf("%d ", root->data);
44     }
45 }
46
47 void displayAll(struct Node* root) {
48     if (root == NULL) {
49         printf("Tree is empty!\n");
50         return;
51     }
52     struct Node* queue[100];
53     int front = 0, rear = 0;
54     queue[rear++] = root;
55     printf("Elements in the tree: ");
56     while (front < rear) {
57         struct Node* temp = queue[front++];
58         printf("%d ", temp->data);
59         if (temp->left)
60             queue[rear++] = temp->left;
61         if (temp->right)
62             queue[rear++] = temp->right;
63     }
64     printf("\n");
65 }
66
67 int main() {
68     struct Node* root = NULL;
69     int n, value, i;
70     printf("Enter number of elements: ");
71     scanf("%d", &n);
72     for (i = 0; i < n; i++) {
73         printf("Enter value %d: ", i + 1);
74         scanf("%d", &value);
75         root = insert(root, value);
76     }
77     printf("\nInorder Traversal : ");
78     inorder(root);
79     printf("\nPreorder Traversal : ");
80     preorder(root);
81     printf("\nPostorder Traversal : ");
82     postorder(root);
83     printf("\n");
84     displayAll(root);
85     return 0;
86 }
```

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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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