Main(){

BstNode\* root=NULL;

insert(root,input);

**//here root always be null**

}

**void** insert(BstNode\* root,int key){

if(root==NULL){

BstNode\* newNode =new BstNode;

newNode->data=key;

newNode->left=newNode->right=NULL;

root=newNode;

}

else{

if(root->data>key){

insert(root->left,key);

}

else

insert(root->right,key);

}

}

////////////////////////////////////////////////////////////***this work***

Main(){

BstNode\* root=NULL;

BstNode\* insert(root,input);

}

BstNode\* insert(BstNode\* root,int key){

if(root==NULL){

BstNode\* newNode =new BstNode;

newNode->data=key;

newNode->left=newNode->right=NULL;

root=newNode;

}

else{

if(root->data>key){

root->left=insert(root->left,key);

}

else

root->right=insert(root->right,key);

}

return root;

}

//////////////////////////////

BstNode\* newNode =new BstNode;

newNode->data=key;

newNode->left=newNode->right=NULL;

**//if in this case I put root instead of newNode than some trouble at newNode->left=newNode->right=NULL;**

////////////////////////////////////

BstNode\* root=NULL; **globle**

BstNode\* minimum(){

if(root->left!=NULL){

root=root->left;

return minimum();

}

else

return root**;//this root becomes real root**

}