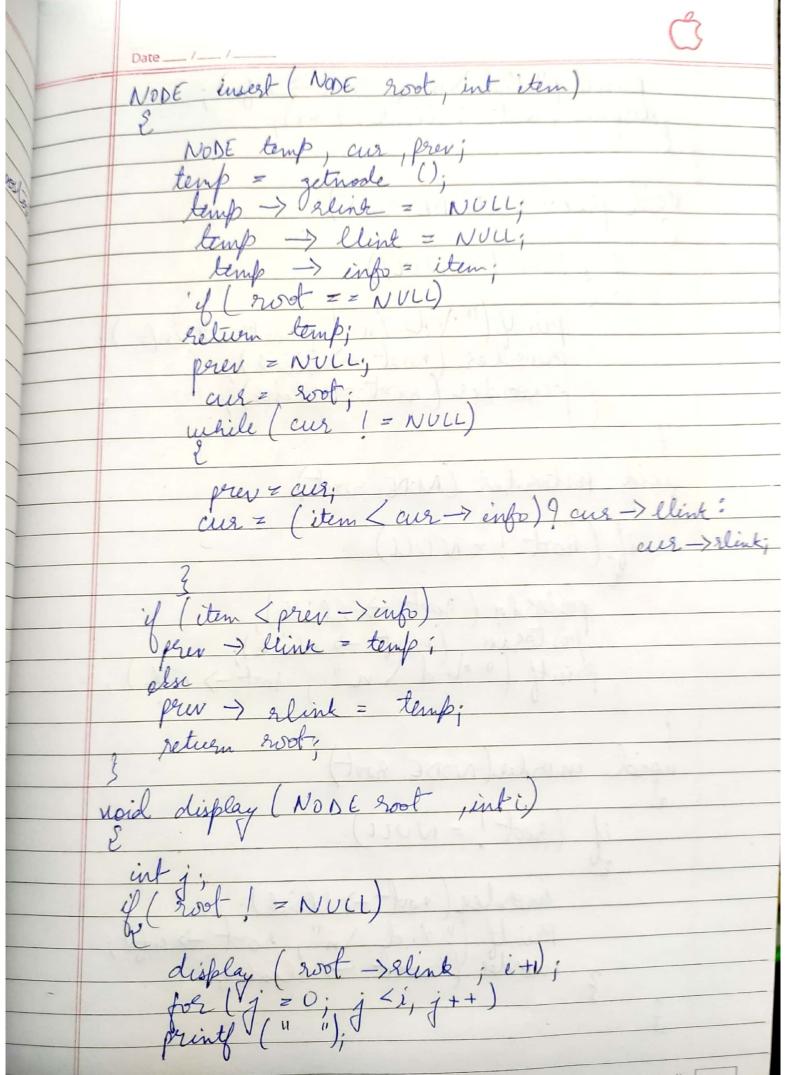
Date \_\_\_\_ Lab Rogeam 10 To construct a Binary Search Tree
To construct a tree using all the
To traverse the tree servedes and postor
rethoods i.e., in order, prostor tree. display the eliments in the tree. # include (stdio, h) Finclude ( stallib. h) He in chide ( string, h)
Struct node struct node \* slink; struct node \* clink; Typedel struct node \* NODE; NODE getnode () NODE X; X = (NODE) malloc (size of (Struct node)); Y (X = = NULL) perint (" mem full \n");
exit (0); høid frumode (NODE x) 3 feer (x),



print (11 % d\n" root > info);

Zdijplay (root > llink 1 i + i); void preoder (NODE root) if I root != NULL) print (".\d /n" root -> info);
prieorder (root -> clink);
prieorder (root -> rlink); void postorder (NODE root) if (noot!=NULL) postorder (root -> clink);

postorder (root -> clink);

printf (u ol. d n " , root -> cinfs); usid inorder (NODE root) if (root!= NULL) indsleg ( nort-> llink);

printf ("1.d \n", nort-> info);

worder ( root -> rlink);

Moid main () ent item, choice; NODE root = NULL; for (;;) print (" n 1, insert n 2, perorder n 3, postorder n 4, inorder n 5, display n 6, exist case 1: print ("enter the item 'n").

scant ("' / d", & item).

host = insert (root, item); Case y: inorder (root case 5: display ( soot, 0)

break;

default: crit(6):