

WelcomeC BST.c

C BST.c > ...

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

PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL PORTS

BLACKBOX

CHAT

Build with Agent

AI responses may be inaccurate.

Generate Agent Instructions to onboard AI onto your codebase.

C BST.c +

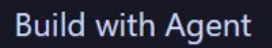
Describe what to build next

Agent Pick Model

Enter 5 elements:




10.52.25 AM 01-12-2025

THE UNIVERSITY OF MICHIGAN LIBRARY  
100 TAPSCOTT DRIVE  
ANN ARBOR, MI 48106-1500  
TEL: 734 763 7000  
FAX: 734 763 7000  
WWW: WWW.LIBRARY.MICHIGAN.EDU








Generate Agent Instructions to onboard AI onto your codebase.

Code + ... |

  *BSTc* 


Describe what to build next

Agent  Pick Model    



```
PS C:\Users\Admin\1BM24CS178> cd "c:\Users\Admin\1BM24CS178\" ; if ($?) { gcc BST.c -o BST } ; if ($?) { .\BST }
Enter number of elements to insert into BST: 5
Enter 5 elements:
62
18
45
7
10

Inorder Traversal: 7 10 18 45 62
Preorder Traversal: 62 18 7 10 45
Postorder Traversal: 10 7 45 18 62
PS C:\Users\Admin\1BM24CS178> 
```

 C BST.c +

Describe what to build next

Agent ▾ Pick Model ▾ 