

```
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 }
```

Build with Agent

Generate Agent Instructions to onboard AI onto your codebase.

Agent ▾ Pick Model ▾

ENG 1

IN 01-12-2025

PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL PORTS

Code | ⌂ | ⌄ | ⌁ | ⌂

Enter 5 elements:



```
47 }
48
49
50 void postorder(struct Node* root) {
51     if (root != NULL) {
52         postorder(root->left);
53         postorder(root->right);
54         printf("%d ", root->data);
55     }
56 }
57
58 int main() {
59     struct Node* root = NULL;
60     int n, value;
61
62     printf("Enter number of elements to insert into BST: ");
63     scanf("%d", &n);
64
65     printf("Enter %d elements:\n", n);
66     for (int i = 0; i < n; i++) {
67         scanf("%d", &value);
68         root = insert(root, value);
69     }
70
71     printf("\nInorder Traversal: ");
72     inorder(root);
73
74     printf("\nPreorder Traversal: ");
75     preorder(root);
76
77     printf("\nPostorder Traversal: ");
78     postorder(root);
79
80     printf("\n");
81
82     return 0;
83 }
```



Build with Agent

Generate Agent Instructions to onboard AI onto your codebase.

PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL PORTS

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Describe what to build next

```
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> []
```

