1. Binary tree
   1. Node
      1. struct tree\_node {
      2. int data;
      3. struct tree\_node \*left;
      4. struct tree\_node \*right;
      5. };
   2. Root (empty tree)
      1. struct tree\_node \*root;
   3. Adding a node to the tree
      1. root = (struct tree\_node \*)malloc(sizeof(struct tree\_node));
      2. root->data = 10;
      3. root->left = NULL;
      4. root-> = NULL;