```
#include<stdio.h>
#include<stdlib.h>
#includecess.h>
struct node
 int info:
struct node *rlink;
struct node *llink:
typedef struct node *NODE;
NODE getnode()
NODE x:
x=(NODE) malloc(sizeof(struct node));
if (x==NULL)
 printf("mem full\n");
  exit(0);
 return x;
void freenode (NODE x)
free(x);
NODE insert (NODE root, int item)
NODE temp, cur, prev;
temp=getnode();
temp->rlink=NULL;
temp->llink=NULL;
```

```
temp->info=item;
if (root == NULL)
return temp;
prev=NULL;
cur=root;
while (cur!=NULL)
prev=cur;
cur=(item<cur->info)?cur->llink:cur->rlink;
if (item<prev->info)
prev->llink=temp;
else
prev->rlink=temp;
return root;
void display (NODE root, int i)
int j;
if (root!=NULL)
  display(root->rlink,i+1);
 for(j=0;j<i;j++)
      printf(" ");
  printf("%d\n", root->info);
     display(root->llink,i+1);
NODE delete (NODE root, int item)
NODE cur, parent, q, suc;
```

```
if (root == NULL)
printf("empty\n");
return root;
parent=NULL;
cur=root;
while (cur!=NULL&&item!=cur->info)
parent=cur;
cur=(item<cur->info)?cur->llink:cur->rlink;
if (cur == NULL)
printf("not found\n");
return root;
if (cur->llink==NULL)
q=cur->rlink;
else if (cur->rlink==NULL)
q=cur->llink;
else
suc=cur->rlink;
while (suc->llink!=NULL)
 suc=suc->llink;
suc->llink=cur->llink;
 q=cur->rlink;
 if (parent == NULL)
 return q;
```

```
if(cur==parent->llink)
 parent->llink=q;
 else
 parent->rlink=q;
 freenode (cur);
 return root;
void preorder (NODE root)
if (root!=NULL)
  printf("%d\n", root->info);
  preorder (root->llink);
  preorder (root->rlink);
void postorder (NODE root)
if (root!=NULL)
  postorder (root->llink);
  postorder (root->rlink);
  printf("%d\n", root->info);
void inorder (NODE root)
if (root!=NULL)
```

```
inorder (root->llink);
 printf("%d\n", root->info);
 inorder (root->rlink);
void main()
int item, choice;
NODE root=NULL;
for(;;)
printf("\nl.insert\n2.display\n3.pre\n4.post\n5.in\n6.delete\n7.exit\n");
printf ("enter the choice\n");
scanf ("%d", &choice);
switch (choice)
  case 1:printf("enter the item\n");
         scanf ("%d", &item);
         root=insert (root, item);
         break:
  case 2:display(root, 0);
         break;
  case 3:preorder (root);
         break:
  case 4:postorder(root);
         break:
  case 5:inorder(root);
         break;
  case 6:printf("enter the item\n");
```

```
scanf("%d",&item);
    root=delete(root,item);
    break;
default:exit(0);
    break;
}
```

```
1.insert
2.display
3.pre
4.post
5.in
6.delete
7.exit
enter the choice
enter the item
10
1.insert
2.display
3.pre
4.post
5.in
6.delete
7.exit
enter the choice
enter the item
1.insert
2.display
3.pre
4.post
5.in
6.delete
7.exit
enter the choice
enter the item
13
1.insert
2.display
3.pre
4.post
5.in
6.delete
7.exit
```

```
enter the choice
 13
10
 5
1.insert
2.display
3.pre
4.post
5.in
6.delete
7.exit
enter the choice
enter the item
12
1.insert
2.display
3.pre
4.post
5.in
6.delete
7.exit
enter the choice
enter the item
36
1.insert
2.display
3.pre
4.post
5.in
6.delete
7.exit
enter the choice
   36
 13
   12
10
```

```
1.insert
2.display
3.pre
4.post
5.in
6.delete
7.exit
enter the choice
enter the item
1.insert
2.display
3.pre
4.post
5.in
6.delete
7.exit
enter the choice
enter the item
1.insert
2.display
3.pre
4.post
5.in
6.delete
7.exit
enter the choice
   36
 13
   12
10
    6
 5
   4
```

```
1.insert
2.display
3.pre
4.post
5.in
6.delete
7.exit
enter the choice
enter the item
1.insert
2.display
3.pre
4.post
5.in
6.delete
7.exit
enter the choice
enter the item
15
1.insert
2.display
3.pre
4.post
5.in
6.delete
7.exit
enter the choice
   36
     15
  13
   12
10
```

```
1.insert
2.display
3.pre
4.post
5.in
6.delete
7.exit
enter the choice
5
12
15
36
13
1.insert
2.display
3.pre
4.post
5.in
6.delete
7.exit
enter the choice
10
6
13
12
36
15
```

```
1.insert
2.display
3.pre
4.post
5.in
6.delete
7.exit
enter the choice
10
12
13
15
36
1.insert
2.display
3.pre
4.post
5.in
6.delete
7.exit
enter the choice
enter the item
1.insert
2.display
3.pre
4.post
5.in
6.delete
7.exit
enter the choice
Process returned 0 (0x0) execution time : 490.521 s
Press any key to continue.
```