insert(root,15)	ptr == null ->TRUE	1
	create a newnode	
	assign 15 to newnode data	
	update ptr to new node	
	return ptr to root in main	
Second node		
main()	insert(ptr,10)	ptr->left = insert(ptr->left,10)
insert(root,10)	ptr == null ->False	ptr == null ->True
	else if 10 is smaller than 15	create a newnode
	ptr->left = insert(ptr->left,10)	assign 10 to newnode data
	return ptr to root in main	update ptr to newnode
		return ptr to ptr->left of the previous frame

First node insert(ptr,15)

main()

Third node			
main()	insert(ptr,20)	<pre>ptr->right = insert(ptr->right,20)</pre>	
insert(root,20)	ptr == null ->False	ptr == null ->True	
	else if 20 is greater than 15	create a newnode	
	ptr->right = insert(ptr->right,20)	assign 20 to newnode data	
	After the recursive call return the		
	root address to main call	update ptr to newnode	
		return ptr to ptr->right of the	
		previous frame	

Fourth node			
main()	insert(ptr,12)	ptr->left = insert(ptr->left,12)	
insert(root,12)	ptr == null ->False	ptr == null ->False	
	else if 12 is less than 15	else if 12 is greater than 10	
	ptr->left = insert(ptr->left,12)	ptr->right = insert(ptr->right,12)	
	After the recursive call return the	return ptr to ptr->left of the	
	root address to main call	previous frame	

ptr->right = insert(ptr->right,12)
ptr == null ->True
create a newnode
assign 12 to newnode data
update ptr to newnode
return ptr to ptr->right of the
previous frame