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#include <iostream>
using namespace std;
struct node
    int data;
    node *L;
    node *R;
};
node *root, *temp;
int count, key;
class bst
public:
    void create();
    void insert(node *, node *);
    void disin(node *);
    void dispre(node *);
    void dispost(node *);
    void search(node *, int);
    int height(node *);
    void mirror(node *);
    void min(node *);
    bst()
        root = NULL;
        count = 0;
};
void bst::create()
    char ans;
    do
        temp = new node;
        cout << "Enter the data : ";</pre>
        cin >> temp->data;
        temp->L = NULL;
        temp->R = NULL;
        if (root == NULL)
            root = temp;
        else
            insert(root, temp);
        cout << "Do you want to insert more value : " << endl;</pre>
        cin >> ans;
        count++;
        cout << endl;</pre>
    } while (ans == 'y');
    cout << "The Total no.of nodes are:" << count;</pre>
void bst::insert(node *root, node *temp)
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if (temp->data > root->data)
        if (root->R == NULL)
            root->R = temp;
        else
            insert(root->R, temp);
    else
        if (root->L == NULL)
            root->L = temp;
        else
            insert(root->L, temp);
void bst::disin(node *root)
    if (root != NULL)
        disin(root->L);
        cout << root->data << "\t";</pre>
        disin(root->R);
        count++;
void bst::dispre(node *root)
    if (root != NULL)
        cout << root->data << "\t";</pre>
        dispre(root->L);
        dispre(root->R);
void bst::dispost(node *root)
    if (root != NULL)
        dispost(root->L);
        dispost(root->R);
        cout << root->data << "\t";</pre>
void bst::search(node *root, int key)
    int flag = 0;
    cout << "\nEnter your key : " << endl;</pre>
    cin >> key;
    temp = root;
    while (temp != NULL)
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if (key == temp->data)
            cout << "KEY FOUND\n";</pre>
            flag = 1;
            break;
        node *parent = temp;
        if (key > parent->data)
            temp = temp->R;
        else
            temp = temp->L;
    if (flag == 0)
        cout << "KEY NOT FOUND " << endl;</pre>
int bst::height(node *root)
    int hl, hr;
    if (root == NULL)
        return 0;
    else if (root->L == NULL && root->R == NULL)
        return 0;
    cout << endl;</pre>
    hr = height(root->R);
    hl = height(root->L);
    if (hr > hl)
        return (1 + hr);
    else
        return (1 + hl);
void bst::min(node *root)
    temp = root;
    cout << endl;</pre>
    while (temp->L != NULL)
        temp = temp->L;
    cout << root->data;
```

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void bst::mirror(node *root)
    temp = root;
    if (root != NULL)
        mirror(root->L);
        mirror(root->R);
        temp = root->L;
        root->L = root->R;
        root->R = temp;
int main()
    bst t;
    char ans;
        cout << "\n1) Insert new node\n 2)number of nodes in longest path\n 3) minimum\n 4)</pre>
mirror\n 5) search\n 6) inorder \n7) preorder\n 8) postorder\n" << endl;</pre>
        cin >> ch;
        switch (ch)
        case 1:
            t.create();
            break;
        case 2:
            cout << "\"n Number of nodes in longest path:" << (1 + (t.height(root)));</pre>
            break;
        case 3:
            cout << "\nThe min element is:";</pre>
            t.min(root);
            break;
        case 4:
            t.mirror(root);
            cout << "\nThe mirror of tree is: ";</pre>
            t.disin(root);
            break;
        case 5:
            t.search(root, key);
            break;
        case 6:
            cout << "\n********************** << endl;</pre>
            t.disin(root);
            break;
        case 7:
            cout << "\n***********PREORDER*********** << endl;</pre>
            t.dispre(root);
            break;
        case 8:
            cout << "\n********************* << endl;</pre>
            t.dispost(root);
            break;
```

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cout << "\nDo you want to continue :";
    cin >> ans;
} while (ans == 'y');
    return 0;
}
```

Output-





