## Program —

```
#include <iostream>
using namespace std;
struct tree
    tree *1, *r;
    int data;
} *root = NULL, *p = NULL, *np = NULL, *q;
void create()
{
    int value, c = 0;
    while (c < 7)
    {
         if (root == NULL)
             root = new tree;
             cout << "Enter value of root node\n";</pre>
             cin >> root->data;
             root->r = NULL;
             root->1 = NULL;
         }
         else
         {
             p = root;
             cout << "Enter value of node\n";</pre>
             cin >> value;
             while (true)
             {
                  if (value < p->data)
                      if (p->1 == NULL)
                           p->1 = new tree;
                           p = p \rightarrow 1;
                           p->data = value;
                           p \rightarrow 1 = NULL;
                           p->r = NULL;
                           cout << "Value entered in left\n";</pre>
                           break;
                      }
                      else if (p->1 != NULL)
                           p = p - > 1;
                      }
                  else if (value > p->data)
                      if (p->r == NULL)
                           p->r = new tree;
                           p = p \rightarrow r;
                           p->data = value;
                           p->1 = NULL;
                           p->r = NULL;
```

```
cout << "Value entered in right\n";</pre>
                          break;
                      }
                      else if (p->r != NULL)
                           p = p - r;
                      }
                  }
             }
         }
         C++;
    }
}
void inorder(tree *p)
{
    if (p != NULL)
         inorder(p->1);
         cout << p->data << endl;</pre>
         inorder(p->r);
    }
void preorder(tree *p)
{
    if (p != NULL)
    {
         cout << p->data << endl;</pre>
         preorder(p->1);
         preorder(p->r);
    }
}
void postorder(tree *p)
    if (p != NULL)
         postorder(p->1);
         postorder(p->r);
         cout << p->data << endl;</pre>
    }
}
int main()
{
    create();
    cout << "Printing traversal in inorder\n";</pre>
    inorder(root);
    cout << "Printing traversal in preorder\n";</pre>
    preorder(root);
    cout << "Printing traversal in postorder\n";</pre>
    postorder(root);
    return 0;
}
```

## Output-

