#include<stdio.h>

#include<stdlib.h>

typedef struct node

{

int data;

struct node \*left;

struct node \*right;

} node;

//------------------------------------------------------

node \*create()

{

node \*p;

int x;

printf("Enter data(-1 for no node):");

scanf("%d",&x);

if(x==-1)

return NULL;

p=(node\*)malloc(sizeof(node));

p->data=x;

printf("Enter left child of %d:\n",x);

p->left=create();

printf("Enter right child of %d:\n",x);

p->right=create();

return p;

}

void preorder(node \*t)

{

if(t!=NULL)

{

printf(" %d",t->data);

preorder(t->left);

preorder(t->right);

}

}

//----------------------------------------

void inorder(node \*t)

{

if(t!=NULL)

{

inorder(t->left);

printf(" %d",t->data);

inorder(t->right);

}

}

void postorder(node \*t)

{

if(t!=NULL)

{

postorder(t->left);

postorder(t->right);

printf(" %d",t->data);

}

}

void main()

{

node \*root;

root=create();

printf("\nThe preorder traversal of tree is: ");

preorder(root);

printf("\nThe inorder traversal of tree is: ");

inorder(root);

printf("\nThe postorder traversal of tree is: ");

postorder(root);

}