include <iostream>#

include<fstream>#

include<string>#

include<cstdlib> #

using namespace std;

struct node{

public:

int data;

node\* left;

node\* right; };

class Tree {

public:

node\* root;

Tree(){

root=0; }

void add(int num){

node\* n=new node;

n->data=num;

n->left=n->right=0;

if(root==0){

root=n;

return ;}

node\* tmp=root;

while(true){

if(num<tmp->data){

if(tmp->left==0){

tmp->left=n;

return;}

tmp=tmp->left;}

else{

if(tmp->right==0}{

tmp->right=n;

return;}

tmp=tmp->right; } } }

} (void printInOrder(node\* cur

if(cur==0) return;

printInOrder(cur->left);

cout<<cur->data<<" ";

printInOrder(cur->right); }

void printInOrder() {

printInOrder(root);}

void printPreOrder(node\* cur){

if(cur==0) return;

cout<<cur->data<<" ";

printPreOrder(cur->left);

printPreOrder(cur->right);}

void printPreOrder(){

printPreOrder(root);}

void printPostOrder(node\* cur){

if(cur==0) return ;

printPostOrder(cur->left);

printPostOrder(cur->right);

cout<<cur->data<<" ";}

void printPostOrder(){printPostOrder(root);}



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