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LAB - 8

- WAP (i) To construct a binary search tree.
(ii) To traverse tree using all the methods i.e. in-order, preorder and postorder.
(iii) To display the elements in the tree.

```
#include <stdio.h>
```

```
#include <stdlib.h>
```

```
struct node
```

```
{
```

```
    int data;
```

```
    struct node *left;
```

```
    struct node *right;
```

```
};
```

```
struct node *root = NULL;
```

```
void create()
```

```
{
```

```
    int val;
```

```
    struct node *new-node = (struct node*)
```

```
        malloc (sizeof (struct node));
```

```
    struct node *ptr = root;
```

```
    struct node *ptr1 = NULL;
```

```
    printf("Enter data:");
```

```
    scanf("%d", &val);
```

```
    new-node->left = NULL;
```

```
    new-node->right = NULL;
```

```
    new-node->data = val;
```

```
    if (root == NULL)
```

```
    { root = new-node;
```

```
    }
```

```

else
{
    while (ptr != NULL)
    {
        ptr1 = ptr;
        if (ptr->data > val)
            ptr = ptr->left;
        else
            ptr = ptr->right;
    }
    if (ptr1->data > val)
        ptr1->left = new_node;
    else
        ptr1->right = new_node;
}
}

```

```

void inorder(struct node *ptr)
{
    if (ptr != NULL)
    {
        inorder(ptr->left);
        printf("%d ", ptr->data);
        inorder(ptr->right);
    }
}

```

```

void pre_order(struct node *ptr)
{
    if (ptr != NULL)
    {
        printf("%d ", ptr->data);
        pre_order(ptr->left);
        pre_order(ptr->right);
    }
}

```

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```

void post-order (struct tnode *ptr)
{
    if (ptr != NULL)
    {
        post-order (ptr -> left);
        post-order (ptr -> right);
        printf ("%d ", ptr -> data);
    }
}

```

```

void main()
{
    int n;
    printf ("Enter no. of nodes: ");
    scanf ("%d", &n);
    for (int i = 0; i < n; i++)
    {
        create();
    }
    printf ("\n Inorder: \n");
    inorder (root);
    printf ("\n PreOrder: \n");
    pre-order (root);
    printf ("\n PostOrder: \n");
    post-order (root);
}

```


OUTPUT

Enter no. of nodes: 6

Enter data: 5

Enter data: 3

Enter data: 4

Enter data: 9

Enter data: 6

Enter data: 8

Inorder:

3 4 5 6 8 9

Preorder:

5 3 4 9 6 8

Postorder:

4 3 8 6 9 5

