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Activity-8

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

struct node
{
	char data;
	struct node *rchild;
	struct node *lchild; };

struct node* insert_node(char data)
{
	struct node *p;
	p = malloc(sizeof(struct node));
	p->data = data;
	p->lchild = NULL;
	p->rchild = NULL;

return(p);
}


void postorder(struct node *root)
{


if(root!=NULL)
	{
		postorder(root->lchild);
		postorder(root->rchild);
		printf(" %c ", root->data);
	}
}

int leaf(struct node *a)
{
	if(a->rchild==NULL && a->lchild==NULL)
		return 1;
	return 0;
}

int get_max(int a, int b)
{
	return (a>b) ? a : b;
}

int main()
{
	struct node *root;
	root = insert_node('A');
	root->lchild = insert_node('B');
	root->rchild = insert_node('C');
	root->lchild->lchild = insert_node('D');
	root->lchild->rchild = insert_node('E');
	root->rchild->lchild = insert_node('F');
```

```
    postorder(root);
    printf("\n");

    return 0;
}
```

```
 D   E   B   F   C   A


...Program finished with exit code 0
Press ENTER to exit console.
```