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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;

}

