```
#include<stdio.h>
#include<stdlib.h>
struct node{
    int data;
    struct node *left, *right;
};
void InOrder(struct node * root){
        if(root==NULL) return;
        else{
                InOrder(root->left);
                printf("%d => ",root->data);
                InOrder(root->right);
        }
}
void PreOrder(struct node * root){
        if(root==NULL) return;
        else{
                printf("%d => ",root->data);
                PreOrder(root->left);
                PreOrder(root->right);
        }
}
void PostOrder(struct node * root){
        if(root==NULL) return;
        else{
                PostOrder(root->left);
                PostOrder(root->right);
                printf("%d => ",root->data);
        }
}

struct node *create()
{
    struct node *temp;
    int x;
    temp = (struct node *)malloc(sizeof(struct node));
    printf("Enter data:");
    scanf("%d", &x);
    if(x==0){
                return 0 ;
    }
        else{
    temp->data =x;
    printf("left child of %d ", x);
    temp->left = create();
        printf("right child of %d ", x);
        temp->right = create();
        return temp;
        }
}
void main()
    {
       struct node *root;
       root = create();
```

```
    printf("Preorder Traversal is \n");
    PreOrder(root);
    printf("\nInorder Traversal is \n");
    InOrder(root);
    printf("\nPostorder Traversal is \n");
    PostOrder(root);

}
```