



~~#include~~

WAP

- a) To construct a binary search tree
- b) To traverse the tree using inorder, preorder & postorder
- c) display elements of tree

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

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

```
struct node {
```

```
    int info;
```

```
    struct node *rlink;
```

```
    struct node *llink;
```

```
};
```

```
typedef struct node *Node;
```

```
Node getnode()
```

```
{
```

```
    Node x;
```

```
    x = (Node) malloc (sizeof (struct node));
```

```
    if (x == NULL)
```

```
    {
```

```
        printf("mem full\n");
```

```
        exit(0);
```

```
    }
```

```
    return x;
```

```
}
```



```
void freenode (Node x)
```

```
{
```

```
    free(x);
```

```
}
```

```
Node insert(Node root, int item)
```

```
{
```

```
    Node temp, cur, prev;
```

```
    temp = getnode();
```

```
    temp->rlink = NULL;
```

```
    temp->llink = NULL;
```

```
    temp->info = item;
```

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

```
        return temp;
```

```
    prev = NULL;
```

```
    cur = root;
```

```
    while (cur != NULL)
```

```
{
```

```
    prev = cur;
```

```
    cur = (item < cur->info) ? cur->llink : cur->rlink;
```

```
}
```

```
if (item < prev->info)
```

```
    prev->llink = temp;
```

```
else
```

```
    prev->rlink = temp;
```

```
    return root;
```

```
}
```




```
void display (Node root, int i){  
    int j;  
    if (root != NULL) {  
        display (root->rlink, i+1);  
        for (j=0; j<i; j++)  
            printf (" 0d\n", root->info);  
        display (root->llink, i+1);  
    }  
}
```

```
void preorder (Node root)  
{  
    if (root != NULL)  
    {  
        printf (" 0d\n", root->info);  
        preorder (root->llink);  
        preorder (root->rlink);  
    }  
}
```

```
void postorder (Node root)  
{  
    if (root != NULL)  
    {  
        postorder (root->llink);  
        postorder (root->rlink);  
        printf (" 0d\n", root->info);  
    }  
}
```



```
void inorder (Node root)
{
    if (root == NULL)
    {
        inorder (root->link);
        printf(" %d\n", root->info);
        inorder (root->rlink);
    }
}

int main()
{
    int item, choice;
    Node root = NULL;
    for (;;) {
        printf("\n 1. insert\n 2. display\n 3. preorder\n 4. postorder\n 5. inorder\n 6. exit\n");
```

```
        printf("Enter choice\n");
        scanf("%d", &choice);
        switch (choice){
            case 1: printf("Enter item\n");
                    scanf("%d", &item);
                    root = insert (root, item);
                    break;
            case 2: display (root, 0);
                    break;
```

```
case 3: preorder(root);  
break;
```

```
case 4: postorder(root);  
break;
```

```
case 5: inorder(root);  
break;
```

```
default : exit(0);  
break;
```

```
}
```

```
}
```

```
}
```


Expected output :-

1. insert

2. display

3. preorder

4. postorder

5. inorder

6. exit

Enter choice :

1

Enter item :

15

Enter choice :

1

Enter item

2

Enter choice

1

Enter item

67

Enter choice :

1

Enter item

67

Enter choice :

1

Enter item

90

Enter choice

1

Enter item

34

Enter choice

2

90

67

34

15

2

Enter choice :

5

2

15

34

67

90

Enter choice :

3

15

2

67

34

90

Enter choice

4

2

34

90

67

15