```cpp
#include <iostream>

using namespace std;
struct node {
  int data;
  struct node *left;
  struct node *right;
};

struct node *createNode(int data) {
  struct node *newNode = new (struct node);
  newNode->data = data;
  newNode->left = NULL;
  newNode->right = NULL;
  return newNode;
}

void inorder(struct node *root) {
  if (root != NULL) {
    inorder(root->left);
    cout << root->data << " ";
    inorder(root->right);
  }
}

void preorder(struct node *root) {
  if (root != NULL) {
    cout << root->data << " ";
    preorder(root->left);
    preorder(root->right);
  }
}

void postorder(struct node *root) {
  if (root != NULL) {
    postorder(root->left);
    postorder(root->right);
    cout << root->data << " ";
  }
}

int main() {

  struct node *root = createNode(1);
  root->left = createNode(2);
  root->right = createNode(3);
  root->left->left = createNode(4);
  root->left->right = createNode(5);
  root->right->left = createNode(6);
```

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50    root->right->right = createNode(7);
51
52
53    cout << "Inorder traversal: ";
54    inorder(root);
55    cout << endl;
56
57    cout << "Preorder traversal: ";
58    preorder(root);
59    cout << endl;
60
61    cout << "Postorder traversal: ";
62    postorder(root);
63    cout << endl;
64
65    return 0;
66 }
```