```
1 #include <iostream>
 2 using namespace std;
 3 class Node
 4 {
 5 public:
       int data;
 7
       Node *left;
 8
       Node *right;
9 };
10 Node *createnode(int k)
11 {
       Node *newnode = new Node();
12
13
       newnode->data = k;
14
       newnode->left = newnode->right = NULL;
15
       return newnode;
16 }
17 Node *insert(Node *root, int k)
18 {
19
       if (root == NULL)
20
       {
           return createnode(k);
21
22
       if (k > root->data)
23
24
           root->right = insert(root->right, k);
25
26
       }
       else
27
28
            root->left = insert(root->left, k);
29
30
31
       return root;
32 }
33 void inorder(Node *root)
34 {
       if (root == NULL)
35
       {
36
37
            return;
38
       inorder(root->left);
39
       cout << root->data << " ";
40
       inorder(root->right);
41
42 }
43
44 int main()
45 {
46
       Node *root = createnode(10);
       insert(root, 11);
47
48
       insert(root, 20);
       insert(root, 5);
49
```

```
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50    insert(root, 1);
51    cout << "BST in increasing order:";
52    inorder(root);
53 }
54</pre>
```