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#include <stdio.h>
#include <stdlib.h>

struct Node {
    int data;
    struct Node *left, *right;
};

struct Node* create() {
    int x;
    printf("Enter data (-1 for NULL): ");
    scanf("%d", &x);
    if (x == -1) return NULL;

    struct Node* n = (struct Node*)malloc(sizeof(struct Node));
    n->data = x;
    printf("Left of %d:\n", x);
    n->left = create();
    printf("Right of %d:\n", x);
    n->right = create();
    return n;
}

void inorder(struct Node* r) {
    if (r) { inorder(r->left); printf("%d ", r->data); inorder(r->right); }
}

void preorder(struct Node* r) {
    if (r) { printf("%d ", r->data); preorder(r->left); preorder(r->right); }
}

void postorder(struct Node* r) {
    if (r) { postorder(r->left); postorder(r->right); printf("%d ", r->data); }
}

int main() {
    struct Node* root = create();
    printf("\nInorder: "); inorder(root);
    printf("\nPreorder: "); preorder(root);
    printf("\nPostorder: "); postorder(root);
    return 0;
}

```

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Enter data (-1 for NULL): 1
Left of 1:
Enter data (-1 for NULL): 2
Left of 2:
Enter data (-1 for NULL): -1
Right of 2:
Enter data (-1 for NULL): 3
Left of 3:
Enter data (-1 for NULL): -1
Right of 3:
Enter data (-1 for NULL): -1
Right of 1:
Enter data (-1 for NULL): -1

```

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Inorder: 2 3 1
Preorder: 1 2 3
Postorder: 3 2 1

```

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=== Code Execution Successful ===

```