```
//Creating Binary Search Tree
class Node {
  Node left;
  Node right;
  int data;
class BST {
  public Node insert(Node node, int val) {
    if(node == null) {
      return createNewNode(val);
    }
    if(val < node.data) {</pre>
      node.left = insert(node.left, val);
    } else if((val > node.data)) {
      node.right = insert(node.right, val);
    return node;
  public Node createNewNode(int k) {
    Node a = new Node();
    a.data = k;
    a.left = null;
    a.right = null;
    return a;
 }
}
public class BSTApp {
  public static void main(String[] args) {
    BST a = new BST();
    Node root = null;
    root = a.insert(root, 8);
    root = a.insert(root, 3);
    root = a.insert(root, 6);
    root = a.insert(root, 10);
    root = a.insert(root, 4);
    root = a.insert(root, 7);
    root = a.insert(root, 1);
    root = a.insert(root, 14);
    root = a.insert(root, 13);
  }
}
```

BST - Print elements in Inorder (Sorted/ Ascending) in Binary Search Tree

```
class Node {
  Node left;
  Node right;
  int data;
class BST {
  public void inorder(Node node) {
    if(node == null) {
      return;
    inorder (node.left);
    System.out.print(node.data + " ");
    inorder(node.right);
  }
  public Node insert(Node node, int val) {
    if(node == null) {
      return createNewNode(val);
    }
    if(val < node.data) {</pre>
      node.left = insert(node.left, val);
    } else if((val > node.data)) {
      node.right = insert(node.right, val);
    return node;
  public Node createNewNode(int k) {
    Node a = new Node();
    a.data = k;
    a.left = null;
    a.right = null;
    return a;
  }
}
public class BSTApp {
  public static void main(String[] args) {
    BST a = new BST();
    Node root = null;
```

```
root = a.insert(root, 8);
root = a.insert(root, 3);
root = a.insert(root, 6);
root = a.insert(root, 10);
root = a.insert(root, 4);
root = a.insert(root, 7);
root = a.insert(root, 1);
root = a.insert(root, 14);
root = a.insert(root, 13);
a.inorder(root);
}
```