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#include<stdio.h>
#include<stdlib.h>
#include <conio.h>
struct node{
 struct node *Ilink;
struct node *rlink;
int info;
};
typedef struct node *NODE;
NODE getnode(){
NODE x;
x=(NODE)malloc(sizeof(struct node));
if(x==NULL){
  printf("Memory full\n");
  exit(0);
}
return x;
}
NODE insert(NODE root,int item)
{
NODE temp, curr, prev;
temp=getnode();
temp->rlink=temp->llink=NULL;
temp->info=item;
if(root==NULL)
return temp;
prev=NULL;
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```
curr=root;
while(curr!=NULL)
{
prev=curr;
curr=(item<curr->info)?curr->llink:curr->rlink;
}
if(item<prev->info)
prev->llink=temp;
else
prev->rlink=temp;
return root;
}
void preorder(NODE root){
 if(root==NULL) return;
 printf("%d ",root->info);
preorder(root->llink);
 preorder(root->rlink);
}
void postorder(NODE root){
 if(root==NULL) return;
 postorder(root->llink);
 postorder(root->rlink);
 printf("%d ",root->info);
}
void inorder(NODE root){
 if(root==NULL) return;
 inorder(root->llink);
```

```
printf("%d ",root->info);
 inorder(root->rlink);
}
void display(NODE root,int i)
{
int j;
if(root!=NULL)
{
 display(root->rlink,i+1);
 for(j=0;j<i;j++)
         printf(" ");
 printf("%d\n",root->info);
        display(root->llink,i+1);
}
}
int main()
{
int item, choice;
NODE root=NULL;
for(;;)
{
printf("\n1.insert\t2.display\t3.preorder\t4.postorder\t5.inorder\t6.exit\n");
printf("enter the choice\n");
scanf("%d",&choice);
switch(choice)
{
 case 1:printf("enter the 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: printf("wrong choice.THANK YOU..");exit(1);
break;
}
```