

LAB PROGRAM - 8

- Q. write a program
- To construct binary search tree.
 - To traverse the tree using all the methods i.e. Inorder, pre-order and post order.
 - To display the elements in the tree.

code :

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

```
struct node {
    int data;
    struct node * left, * right;
};
```

```

struct Node * createNode (int value)
{
    struct Node * newNode = (struct Node *)
    malloc (size of (struct Node));
    newNode -> data = value;
    newNode -> left = newNode -> right = NULL;
    return newNode;
}

```

```

y.
struct Node * insert (struct Node * root,
    int value)
{
    if (root == NULL)
        return createNode (value);
}

```

```

    if (value < root -> data)
        root -> left = insert (root -> left, value);
    else if (value > root -> data)
        root -> right = insert (root -> right,
            value);
    return root;
}

```

```

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

```

```

void preorder (struct Node * root)
{
    if (root == NULL) return;
}

```



```

printf ("%d", root->data);
preorder (root->left);
preorder (root->right);

```

```

void postorder (struct node *root)
{

```

```

    if (root == NULL) return;

```

```

    postorder (root->left);

```

```

    postorder (root->right);

```

```

    printf ("%d", root->data);
}

```

3.

```

void display (struct node *root)
{

```

```

    printf ("BST elements (Inorder):");

```

```

    inorder (root);

```

```

    printf ("\n");
}

```

3.

```

int main ()

```

```

{
    struct node *root = NULL;

```

```

    int choice, value;

```

```

    while (1)
    {

```

```


```

```

        printf ("In --- Binary search tree\n\n");

```

```

        printf ("1. Insert into BST\n");

```

```

        printf ("2. Inorder Traversal\n");

```

```

        printf ("3. Preorder Traversal\n");

```

```

        printf ("4. Postorder Traversal\n");

```

```

        printf ("5. Display BST\n");

```

```

        printf ("6. Exit\n");

```

```

        printf ("Enter choice:");

```



```
scanf ("%d", &choice);  
switch (choice)
```

```
{  
    case 1 :
```

```
        printf ("Enter value to insert:");  
        scanf ("%d", &value);  
        root = Insert (root, value);  
        break;
```

```
    case 2 :
```

```
        printf ("Inorder Traversal:");  
        preordere (root);  
        printf ("In");  
        break;
```

```
    case 3 :
```

```
        printf ("preordere Traversal:");  
        preordere (root);  
        printf ("In");  
        break;
```

```
    case 4 :
```

```
        printf ("postordere Traversal:");  
        postordere (root);  
        printf ("In");  
        break;
```

```
    case 5 :
```

```
        display (root);  
        break;
```

```
    case 6 :
```

```
        exit (0);
```

default :

printf ("Invalid choice : Try again
in");

}
}

return 0;

output !

--- Binary search Tree menu ---

1. Insert into BST
2. Inorder Traversal
3. preorder Traversal
4. postorder Traversal
5. display BST
6. exit

enter choice : 1

enter value to insert : 50

--- Binary search tree menu ---

1. Insert into BST
2. Inorder Traversal
3. preorder Traversal
4. postorder Traversal
5. display BST
6. exit

enter choice : 1

enter value to insert : 30