

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 <stdpol.h>
#include <stdiob.h>
```

struct node {

int data;

struct node *left, *right;

}

```
struct node *createNode (int value)
```

```
{  
    struct node *newNode = (struct node *)  
        malloc (sizeof (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)
```

q

```
    if (root == NULL)
```

```
        return;
```

```
    inorder (root->left);
```

~~```
 printf ("%d ", root->data);
```~~~~```
    inorder (root->right);
```~~

y.

```
void preOrder (struct node *root)
```

q

```
    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);
}
```

```
void display (struct node *root)
{
```

```
    printf ("BST elements (Inorder): ");
    inorder (root);
}
```

```
    printf ("\n");
```

```
int main()
```

```
struct node *root = NULL;
```

```
int choice, value;
```

```
while (1)
```

```
{
```

```
    printf ("In --- Binary search tree  
menu ---\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:");  
inorder(root);  
printf("\n");  
break;
```

case 3 :

```
printf("Preorder Traversal:");  
preorder(root);  
printf("\n");  
break;
```

case 4 :

```
printf("Postorder Traversal:");  
postorder(root);  
printf("\n");  
break;
```

case 5 :

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

case 6 :

```
exit(0);
```

default:

```
printf("Invalid choice! Try again,\n");
```

y

return 0;

```
(.obj) -> ./bst -> 1008
```

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