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

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

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

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

    struct Node* queue[1000];
    int front = 0, rear = 0;
    queue[rear++] = root;

    while (front < rear) {
        struct Node* current = queue[front++];
        printf("%d ", current->data);

        if (current->left != NULL)
            queue[rear++] = current->left;
        if (current->right != NULL)
```

```c
        queue[rear++] = current->right;

    }


    printf("\n");
}


int main() {
    struct Node* root = createNode(1);
    root->left = createNode(2);
    root->right = createNode(3);
    root->left->left = createNode(4);
    root->left->right = createNode(5);
    root->right->left = createNode(6);
    root->right->right = createNode(7);


    printf("Breadth First Traversal of the binary tree is: \n");
    BFS(root);
```

```
Breadth First Traversal of the binary tree is:
1 2 3 4 5 6 7
```