```
1: #include<stdio.h>
    2: #include<sys/types.h>
    3: #include<stdlib.h>
    4: #include<unistd.h>
    5: #include<fcntl.h>
    6: #define BUF_SIZE 4096
    7: typedef char elemant;
    8: typedef struct treeNode{
               int key;
   10:
               struct treeNode* left:
   11:
               struct treeNode* right;
   12: }treeNode;
   13:
   14: treeNode* insertNode (treeNode *p,int x) {
   15:
               treeNode* newNode;
   16:
               if (p==NULL) {
   17:
                        newNode=(treeNode*)malloc(sizeof(treeNode));
   18:
                        newNode->key=x;
   19:
                        newNode->left=NULL:
                        newNode->right=NULL;
   20:
   21:
                        return newNode;
   22:
   23:
               else if (x<p->key)p->left=insertNode(p->left,x);
   24:
               else if (x>p->key)p->right=insertNode(p->right,x);
               else printf("\n i\235'ë- ê°\231i\235\200 i\202¤ê°\200
   25:
ì\236\210ì\212µë\213\210ë\213¤.\n");
   26:
   27:
               return p;
   28:
   29:
   30:
   31: void preorder (treeNode* root) {
   32:
               if (root) {
                        printf("%d ",root->key);
   33:
   34:
                        preorder (root->left);
   35:
                        preorder (root->right);
   36:
   37:
   38:
   39:
       void inorder(treeNode* root) {
   40:
               if (root) {
   41:
                        inorder(root->left);
   42:
                        printf("%d ",root->key);
   43:
                        inorder(root->right);
   44:
   45: 1
   46:
   47: void postorder (treeNode* root) {
   48:
               if (root) {
   49:
                        postorder(root->left);
   50:
                        postorder(root->right);
   51:
                        printf("%d ",root->key);
   52:
   53: }
   54: int main(int argc, char *argv[])
   55: {
   56:
               int a;
   57:
               FILE *in;
   58:
               if (argc!=2) exit(1);
   59:
               in=fopen(argv[1], "r");
   60:
               if(in == NULL)exit(2);
   61:
               fscanf(in, "%d", &a);
   62:
               int m[a], i=0;
   63:
               while (1)
   64:
   65:
                        if (i==a) break;
   66:
                        fscanf(in, "%d", &m[i]);
```

```
67:
                     i++;
68:
69:
            printf("%d\n",a);
70:
             for (int z=0; z<i; z++) {</pre>
71:
            printf("%d\n",m[z]);
72:
73:
             fclose(in);
74:
75:
            treeNode *root =NULL;
76:
             root = insertNode(root, m[0]);
77:
             for (int g=1; g<a; g++) {</pre>
                     insertNode(root,m[q]);
78:
79:
80:
            printf("i \204i\234\204i\210\234i\232\214\n");
81:
            preorder (root);
82:
            printf("\nix\221i\234\204i\210\234i\232\214\n");
83:
            inorder (root);
84:
            printf("\ni\233\204\234\204\210\234\\232\214\n");
85:
            postorder(root);
86:
            printf("\n");
87:
             return 0;
88: }
```

```
1: #include<stdio.h>
    2: #include<sys/types.h>
    3: #include<stdlib.h>
    4: #include<unistd.h>
    5: #include<fcntl.h>
    6: #define BUF_SIZE 4096
    7: typedef char elemant;
    8: typedef struct treeNode{
               int key;
   10:
               struct treeNode* left:
   11:
               struct treeNode* right;
   12: }treeNode;
   13:
   14: treeNode* insertNode (treeNode *p,int x) {
   15:
               treeNode* newNode;
   16:
               if (p==NULL) {
   17:
                        newNode=(treeNode*)malloc(sizeof(treeNode));
   18:
                        newNode->key=x;
   19:
                        newNode->left=NULL:
                        newNode->right=NULL;
   20:
   21:
                        return newNode;
   22:
   23:
               else if (x<p->key)p->left=insertNode(p->left,x);
   24:
               else if (x>p->key)p->right=insertNode(p->right,x);
               else printf("\n i\235'ë- ê°\231i\235\200 i\202¤ê°\200
   25:
ì\236\210ì\212µë\213\210ë\213¤.\n");
   26:
   27:
               return p;
   28:
   29:
   30:
   31: void preorder (treeNode* root) {
   32:
               if (root) {
                        printf("%d ",root->key);
   33:
   34:
                        preorder (root->left);
   35:
                        preorder (root->right);
   36:
   37:
   38:
   39:
       void inorder(treeNode* root) {
   40:
               if (root) {
   41:
                        inorder(root->left);
   42:
                        printf("%d ",root->key);
   43:
                        inorder(root->right);
   44:
   45: 1
   46:
   47: void postorder (treeNode* root) {
   48:
               if (root) {
   49:
                        postorder(root->left);
   50:
                        postorder(root->right);
   51:
                        printf("%d ",root->key);
   52:
   53: }
   54: int main(int argc, char *argv[])
   55: {
   56:
               int a;
   57:
               FILE *in;
   58:
               if (argc!=2) exit(1);
   59:
               in=fopen(argv[1], "r");
   60:
               if(in == NULL)exit(2);
   61:
               fscanf(in, "%d", &a);
   62:
               int m[a], i=0;
   63:
               while (1)
   64:
   65:
                        if (i==a) break;
   66:
                        fscanf(in, "%d", &m[i]);
```

```
67:
                     i++;
68:
69:
            printf("%d\n",a);
70:
             for (int z=0; z<i; z++) {</pre>
71:
            printf("%d\n",m[z]);
72:
73:
             fclose(in);
74:
75:
            treeNode *root =NULL;
76:
             root = insertNode(root, m[0]);
77:
             for (int g=1; g<a; g++) {</pre>
                     insertNode(root,m[q]);
78:
79:
80:
            printf("i \204i\234\204i\210\234i\232\214\n");
81:
            preorder (root);
82:
            printf("\nix\221i\234\204i\210\234i\232\214\n");
83:
            inorder (root);
84:
            printf("\ni\233\204\234\204\210\234\\232\214\n");
85:
            postorder(root);
86:
            printf("\n");
87:
             return 0;
88: }
```