```c
#include <stdio.h>
#include <stdlib.h>
struct TreeNode {
    int data;
    struct TreeNode *left;
    struct TreeNode *right;
};
struct TreeNode* createNode(int data) {
    struct TreeNode* newNode = (struct TreeNode*)malloc(sizeof(struct
TreeNode));
    newNode->data = data;
    newNode->left = NULL;
    newNode->right = NULL;
    return newNode;
}
struct TreeNode* insert(struct TreeNode* root, int data) {
    if (root == NULL) {
        return createNode(data);
    } else {
        if (data <= root->data) {
            root->left = insert(root->left, data);
        } else {
            root->right = insert(root->right, data);
        }
        return root;
    }
}
void inorder(struct TreeNode* root) {
    if (root != NULL) {
        inorder(root->left);
        printf("%d ", root->data);
        inorder(root->right);
    }
}
void postorder(struct TreeNode* root) {
    if (root != NULL) {
        postorder(root->left);
        postorder(root->right);
        printf("%d ", root->data);
    }
}
void preorder(struct TreeNode* root) {
    if (root != NULL) {
```

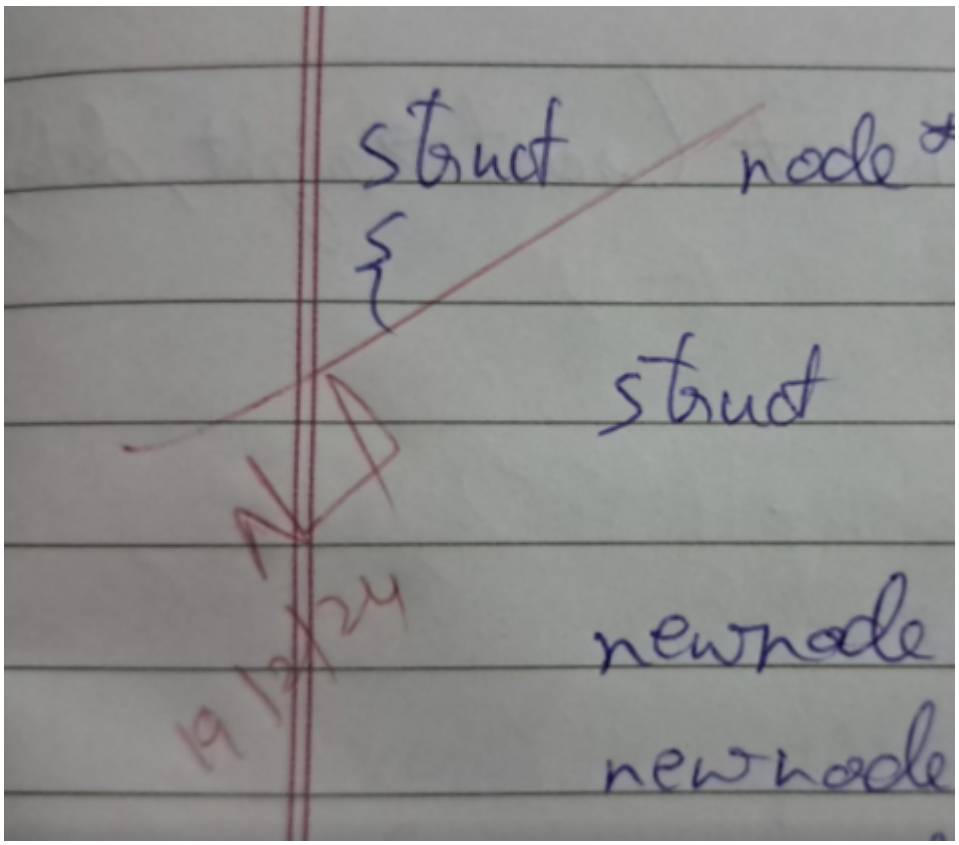
```
        printf("%d ", root->data);
        preorder(root->left);
        preorder(root->right);
    }
}
void display(struct TreeNode* root) {
    if (root != NULL) {
        printf("Inorder traversal: ");
        inorder(root);
        printf("\n");

        printf("Postorder traversal: ");
        postorder(root);
        printf("\n");

        printf("Preorder traversal: ");
        preorder(root);
        printf("\n");
    } else {
        printf("Tree is empty.\n");
    }
}

void main() {
    struct TreeNode* root = NULL;
    root = insert(root, 50);
    insert(root, 30);
    insert(root, 20);
    insert(root, 40);
    insert(root, 70);
    insert(root, 60);
    insert(root, 80);
    printf("Elements in the tree:\n");
    display(root);
}
```

```
Elements in the tree:
Inorder traversal: 20 30 40 50 60 70 80
Postorder traversal: 20 40 30 60 80 70 50
Preorder traversal: 50 30 20 40 70 60 80
```


struct node *
{
struct
newnode
newnode