```
WAP to:-
a) construct a binary learch tree
D'haverse the tree hing all the methods, i.e. inoeder,
  peroider, postoider.
c) Dieplay dhe elements in the tree.
  #include < Stdio. h>
  Hindude < (onio, h)
  # melude < stalilo h>
  #milude < string. h>
   struct mode
                  - Like Estiller (Nixelbron) Six Will-
   int into;
   struct mode * llink;
   struct mode * rlink;
  typedet struct node #NODE;
  NODE getnode ()
   NODE x ;
   2: (NODE) malloc (sizel) ( steuct mode));
   if (x== HULL)
    peint (" Memory is not available (n'));
    exit(b);
    setuen x;
    void feemode (NODE/X)
                               ==//=i/ watheren!
    fee (x);
                                gunt : tung =
   NODE insert (int item, NODE 100t)
    NODE temp, cur, prev;
                                         Estrum (sept)
    Char direction [10];
                          privates (NODE exot)
    temp = getnode ();
```

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temp - into- item;
terrip - llink = NULL;
temp -> rlink = NULL;
Croot == NULL) and all in deal with
  settern temp;
Print (" Give direction to unsert \n");
Slaw (" ofos", direction);
Parlie = NULL;
 cu: 2001;
 for (i=0; i < Estrlen (direction) && cur! = NULL; i++)
                              fur histor * llink;
  Prev = cu;
                              that make * whink
   It ( direction [i]=='l')
                          all think mode $ NOC
   Cur= cur > llink;
                                   DE getwerker
   cue = cue -> elink;
   if (un! = NULL | il = stelen (direction))
   peint ("Instrion not possible\n");
   Jehren (2001);
    ir (me== NULL)
     pler -> llink = temp;
     love more ( unt I tem, MOP, games = xmile & very
   letrum (Root)
                             MODE temp, was per
                               to I worker [10];
   void prouder (NODE evot)
                                 thup a getwoods ();
   if (200t)= 4VW
```

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peint ("The ilem is %d\n", 200t -> info);
peededer (200t -> llink);
perorder (200t -> xlink);
void irrolder (NODE root)
 1 (xoot!=NULL)
  morder (2001 -> llink);
 print ("The item is % din", root -) info);
morder (root -> slink);
 void postoeder (NODE 2001)
   if (200+1=NULL)
   portoider (2001 -> llink);
   postorder (2001 -> elink);
    Plintf ("The item is % d \n", root > info);
   void display (NODE Loot, int i)
    f (2004 | = MOLL)
   duplay (root > slink, i+1);
   101 (1=1; 1<=1 ) 1++)
    print (100 " ")
    prints ("%d)n", evot >info);
display (200+ >llink, i+1);
   would main() is however when
```

NODE ROOT = NULL; out choice, i, item; (NAME - 1891) Shite print ["1. Insert | n 2. preorder | n 3. inorder | n 4. postorder (5. Duplay ("); print ("Enter the choice \n"); 6 MUN = 130 m Scary ("%d", &choice), switch (choice) case 1: print ("Enter the item In"); Scant ["% d", litem); 2001 - insert (item, 000t); Case 2: 4 (root == NULL) (JJUh = Hoek) paint ("The is empty") is had a toal " which as wheth (seet -) show print (" Given free is\n"); 'diylay (stoot, 1). perent ("The peroeder traversal is In"). 'peloldu (200+'); (JJUH = 1 top ()) break; Case 3: 1) (NOOT== NULL) Eughant Earl - Shurk, 1+1) perint (" Teer is empty"); (+1) Catin = good, Wess, Itmind else peint (" Given tree "x /n") ille town warden display (koot, 1). Plint Phe morder fraversod is \n");

break;

ase 4: If (200t==NUZZ)

2 printf ("Tree is empty");

else

printf ("Given tree is \n");

duplay (200t, 1);

printf ("The postorder travers at is \n");

postorder (200t);

break;

default: exit(0);

3312