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WAP to (a) construct a binary search tree
(b) to traverse the tree using all methods
ie in-order, preorder & post order
(c) to display the elements in the tree

```
Struct bst{
    int data;
    struct bst *left;
    struct bst *right;
};
struct bst *create() {
    node *ptr;
    printf("Enter data");
    ptr = (struct bst*) malloc (sizeof(node));
    scanf("%d", &ptr->data);
    ptr->left = ptr->right = NULL;
    return ptr;
}
void insert(struct bst *root, struct node *ptr)
{ if(ptr->data < root->data)
    { if(root->left != NULL)
        insert(root->left, ptr);
      else
        root->left = ptr;
    }
  if(ptr->data > root->data)
    { if(root->right != NULL)
        insert(root->right, ptr)
      else
        root->right = ptr;
    }
```

```
void inorder(struct bst *root)
  {if(root!=NULL)
    { inorder(root->left);
      printf("%d", data);
      inorder(root->right);
    }
  }

void postorder(struct bst *root)
  { if(root!=NULL)
    { postorder(root->left);
      postorder(root->right);
      printf("%d",root->data);
    }
  }

void preorder(struct bst *root)
  { if(root!=NULL)
    { printf("%d", root->data);
      preorder(root->left);
      Preorder(root->right);
    } }
```