In this program, DFS and BFS are implemented for both trees and graphs in C++ using classic index-based loops instead of range-based loops. For trees, nodes are inserted using binary search logic, with DFS (preorder) implemented recursively and BFS (level-order) using a queue. For graphs, an adjacency list represents edges, and traversal is performed using DFS through recursive calls and BFS using a queue, while neighbors are visited using traditional for loops

