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#include <stdio.h>
#include <stdlib.h>

struct Node {
    int data;
    struct Node* left;
    struct Node* right;
};

struct Node* createNode(int data) {
    struct Node* newNode = (struct Node*)malloc(sizeof(struct Node));
    if (newNode == NULL) {
        printf("Memory allocation failed\n");
        exit(1);
    }
    newNode->data = data;
    newNode->left = NULL;
    newNode->right = NULL;
    return newNode;
}

struct Node* insert(struct Node* root, int data) {
    if (root == NULL) {
```

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        return createNode(data);
    }
    if (data < root->data) {
        root->left = insert(root->left, data);
    } else if (data > root->data) {
        root->right = insert(root->right, data);
    }
    return root;
}

void postorderTraversal(struct Node* root) {
    if (root == NULL) {
        return;
    }
    postorderTraversal(root->left);
    postorderTraversal(root->right);
    printf("%d ", root->data);
}

int main() {
    int n, taskCode;
    struct Node* root = NULL;

    scanf("%d", &n);

    for (int i = 0; i < n; i++) {
```

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        scanf("%d", &taskCode);
        root = insert(root, taskCode);
    }

    postorderTraversal(root);

    return 0;
}
```