```c
#include <stdio.h>
#include <stdlib.h>
struct Node {
    int data;
    struct Node* left;
    struct Node* right;
};

struct Node* createNode(int value) {
    struct Node* newNode = (struct Node*)malloc(sizeof(struct Node));
    newNode->data = value;
    newNode->left = NULL;
    newNode->right = NULL;
    return newNode;
}

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

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

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

int main() {

    struct Node* root = createNode(1);
    root->left = createNode(2);
    root->right = createNode(3);
    root->left->left = createNode(4);
    root->left->right = createNode(5);
    root->right->right = createNode(6);
```

```
    printf("Inorder Traversal: ");
    inorderTraversal(root);
    printf("\n");

    printf("Preorder Traversal: ");
    preorderTraversal(root);
    printf("\n");

    printf("Postorder Traversal: ");
    postorderTraversal(root);
    printf("\n");

    return 0;
}
```