

3) write a program

- To construct Binary Search tree
- Traverse the tree using inorder, postorder, preorder
- Display the elements in the tree

Struct node d

int data

struct node *left;

struct node *right;

}

Struct node *createNode(int data) {

struct node *new-node = (struct node*) malloc (sizeof
(struct node));

new-node->data = data;

new-node->left = new-node->right = NULL;

return new-node;

}

Struct node *insert(struct node *root, int data) {

if (root == NULL)

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 inorder (struct node *root){
```

```
    if (root != NULL){
```

```
        inorder (root → left);
```

```
        printf ("%d ", root → data);
```

```
        inorder (root → right);
```

```
    }
```

```
}
```

```
void preorder (struct node *root){
```

```
    if (root != NULL){
```

```
        printf ("%d ", root → data);
```

```
        preorder (root → left);
```

```
        preorder (root → right);
```

```
    }
```

```
}
```

```
void postorder (struct node *root){
```

```
    if (root != NULL){
```

```
        postorder (root → left);
```

```
        postorder (root → right);
```

```
        printf ("%d ", root → data);
```

```
    }
```

```
}
```

```
void display (struct node *root){
```

```
    if (root != NULL){
```

```
        printf ("Inorder");
```

```
        inorder (root);
```

```
        printf ("preorder");
```

```
        preorder (root);
```

```

    printf("postorder");
    printf(preorder(root));
}
}

int main() {
    struct node *root = NULL;
    root = insert(root, 500);
    root = insert(root, 300);
    root = insert(root, 900);
    root = insert(root, 550);
    root = insert(root, 50);
    display(root);
}

```

o/p:

Inorder: 50 300 500 550 900

preorder: 500 300 50 900 550

postorder: 50 550 300 900 500

➤ Delete the middle node of a linked list → Leaf Code

```

struct ListNode *deletemode(struct ListNode *Head) {
    struct listNode *temp, *ptr, *ptrf;
    temp = head;
    ptrf = head;
    if (head == NULL || head->next != NULL)
        return NULL;
}

```

```

while (temp != NULL && temp->next != NULL)
{
    temp = temp->next->next;
    ptr = ptr1;
    ptr1 = ptr1->next;
}
ptr->next = ptr1->next;
return head;
}

```

➤ Odd Even Linked List - LeetCode

```

struct ListNode *oddEvenList (struct ListNode *head) {
    if (head == NULL || head->next == NULL)
        return head;

    struct ListNode *even = head;
    struct ListNode *evenhead = head->next;
    struct ListNode *odd = head->next;

    while (even->next != NULL && odd->next != NULL)
    {
        even->next = even->next->next;
        even = even->next;
        odd->next = odd->next->next;
        odd = odd->next;
    }
    even->next = evenhead;
    return head;
}

```