

```
#include<stdlib.h>

#include<stdio.h>

struct tree_el {

    int val;

    struct tree_el * right, * left;

};

typedef struct tree_el node;

void insert(node ** tree, node * item) {

    if(!(*tree)) {

        *tree = item;

        return;

    }

    if(item->val<(*tree)->val)

        insert(&(*tree)->left, item);

    else if(item->val>(*tree)->val)

        insert(&(*tree)->right, item);

}
```

```
void printout(node * tree) {  
    if(tree->left) printout(tree->left);  
    printf("%d\n",tree->val);  
    if(tree->right) printout(tree->right);  
}
```

```
void main() {  
    node * curr, * root;  
    int i;  
  
    root = NULL;  
  
    for(i=1;i<=10;i++) {  
        curr = (node *)malloc(sizeof(node));  
        curr->left = curr->right = NULL;  
        curr->val = rand();  
        insert(&root, curr);  
    }  
  
    printout(root);  
}
```