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class node:
    def __init__(self,x):
        self.data=x
        self.left=None
        self.right=None
def search(root, x):
    if(root == None):
        return "not found"
    if(root.data == x):
        return "found"
    elif(x < root.data):
        return search(root.left,x)
    else:
        return search(root.right,x)
def insert(root,x):
    if(root==None):
        return node(x)
    elif(x<root.data):
        root.left=insert(root.left,x)
    else:
        root.right=insert(root.right,x)
    return root
def height(root):
    if(root==None):
        return 0
    else:
        lh=height(root.left)
        rh=height(root.right)
        return max(lh,rh)+1
def add_all(root):
    if(root==None):
        return 0
    return root.data+add_all(root.left)+add_all(root.right)
def preorder(root):
    if(root==None):
        return
    print(root.data,end = ' ')
    preorder(root.left)
    preorder(root.right)
def inorder(root):
    if (root == None):
        return
    print(root.data,end=' ')
    inorder(root.left)
    inorder(root.right)
def postorder(root):
    if(root==None):
        return
    postorder(root.left)
    postorder(root.right)

```



