

```
#ifndef BST_H

#define BST_H

// Define the structure for a BST node

struct Node {

    int data;

    struct Node* left;

    struct Node* right;

};

// Function prototypes

struct Node* createNode(int data);

struct Node* insert(struct Node* root, int data);

int count(struct Node* root);

int countLeaf(struct Node* root);

#endif
```