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#include <stdio.h>

#include "bst_count_level.h"

int main() {

    struct Node* root = NULL;


    // Insert nodes into the BST

    root = insert(root, 50);
    root = insert(root, 30);
    root = insert(root, 20);
    root = insert(root, 40);
    root = insert(root, 70);
    root = insert(root, 60);
    root = insert(root, 80);


    // Display nodes at each level and count of nodes at each level

    printf("Nodes at each level:\n");
    printLevelNodes(root);


    // Count and display the total number of levels in the BST

    int totalLevels = countLevels(root);

    printf("Total levels in the BST: %d\n", totalLevels);

    return 0;
}
```