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#include <stdio.h>

#include <stdlib.h>

// Node structure

struct Node {

    int data;

    struct Node* left;

    struct Node* right;

};

// Function to create a new node

struct Node* createNode(int value) {

    // Allocate memory for the new node

    struct Node* newNode = (struct Node*)malloc(sizeof(struct Node));

    if (newNode == NULL) {

        printf("Memory allocation failed!\n");

        return NULL;

    }

    // Initialize node data and set left/right pointers to NULL

    newNode->data = value;

    newNode->left = NULL;

    newNode->right = NULL;

    return newNode;

}

int main() {

    // Create nodes dynamically

    struct Node* root = createNode(10); // Create root node
```

```
struct Node* leftChild = createNode(5); // Create left child

struct Node* rightChild = createNode(15); // Create right child

// Connect the nodes

root->left = leftChild;

root->right = rightChild;

// Print the root node's value

printf("Root node: %d\n", root->data);

printf("Left child: %d\n", root->left->data);

printf("Right child: %d\n", root->right->data);

return 0;

}
```