

For Next Day

- Build and C program that
 - Defines a typedef/struct node for a binary link with a payload of `char`
 - Declares a pointer (root) to your binary link on the stack
 - Allocates a binary link on the heap, populates it and assigns it the head
 - Allocates two more links and manually adds them the left and right links of the existing root node
 - Traverses the tree (your choice of order) and prints the character payloads