```
 #include<stdio.h>
#include<stdlib.h>
struct node
{
    struct node *prev;
    struct node *next;
    int data;
};
struct node *head;
void insertion_beginning();
void insertion_last();
void insertion_specified();
void deletion_beginning();
void deletion_last();
void deletion_specified();
void display();
void search();
void main ()
{
int choice =0;
    while(choice != 9)
    {
        printf("\n*********Main Menu*********\n");
        printf("\nChoose one option from the following
list ...\n");
        printf("\n==================
==========================
\n");
        printf("\n1.Insert in begining\n2.Insert at last
\n3.Insert at any random location\n4.Delete from
```

```
Beginning\n   5.Delete from last\n6.Delete the node after the given data\n7.Search\n8.Show\n9.Exit\n");
        printf("\nEnter your choice?\n");
        scanf("\n%d",&choice);
        switch(choice)
        {
            case 1:
            insertion_beginning();
            break;
            case 2:
                  insertion_last();
            break;
            case 3:
            insertion_specified();
            break;
            case 4:
            deletion_beginning();
            break;
            case 5:
            deletion_last();
            break;
            case 6:
            deletion_specified();
            break;
            case 7:
            search();
            break;
            case 8:
            display();
            break;
```

```
            case 9:
            exit(0);
            break;
            default:
            printf("Please enter valid choice..");
        }
    }
}
void insertion_beginning()
{
   struct node *ptr;
   int item;
   ptr = (struct node *)malloc(sizeof(struct node));
   if(ptr == NULL)
   {
      printf("\nOVERFLOW");
   }
   else
   {
    printf("\nEnter Item value");
    scanf("%d",&item);

   if(head==NULL)
   {
      ptr->next = NULL;
      ptr->prev=NULL;
      ptr->data=item;
      head=ptr;
   }
   else
```

```
    {
        ptr->data=item;
        ptr->prev=NULL;
        ptr->next = head;
        head->prev=ptr;
        head=ptr;
    }
    printf("\nNode inserted\n");
}

}
void insertion_last()
{
    struct node *ptr,*temp;
    int item;
    ptr = (struct node *) malloc(sizeof(struct node));
    if(ptr == NULL)
    {
        printf("\nOVERFLOW");
    }
    else
    {
        printf("\nEnter value");
        scanf("%d",&item);
         ptr->data=item;
        if(head == NULL)
        {
            ptr->next = NULL;
            ptr->prev = NULL;
            head = ptr;
```

```
      }
      else
      {
        temp = head;
        while(temp->next!=NULL)
        {
           temp = temp->next;
        }
        temp->next = ptr;
        ptr ->prev=temp;
        ptr->next = NULL;
        }

      }
     printf("\nnode inserted\n");
    }
void insertion_specified()
{
   struct node *ptr,*temp;
   int item,loc,i;
   ptr = (struct node *)malloc(sizeof(struct node));
   if(ptr == NULL)
   {
      printf("\n OVERFLOW");
   }
   else
   {
      temp=head;
      printf("Enter the location");
      scanf("%d",&loc);
```

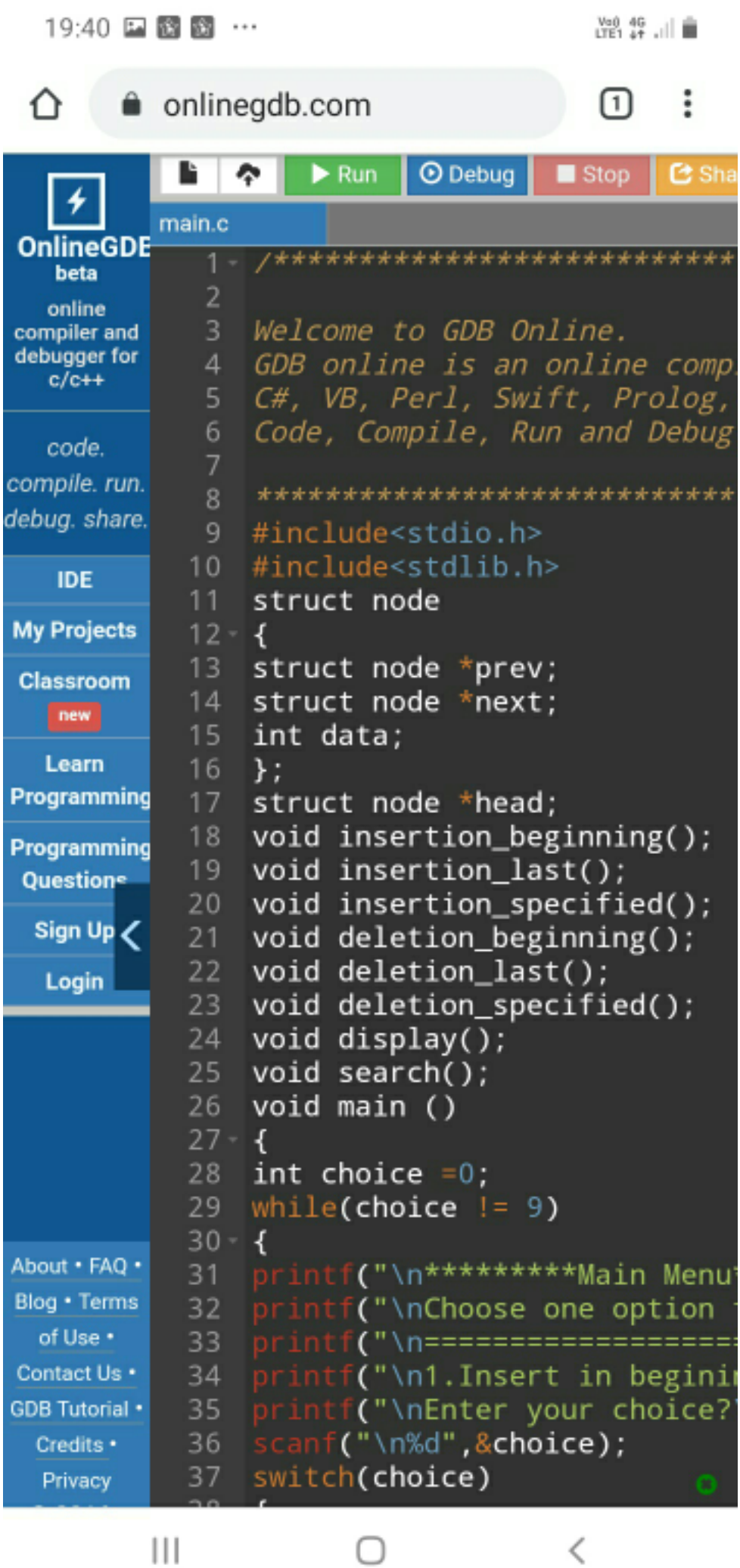
```
      for(i=0;i<loc;i++)
      {
         temp = temp->next;
         if(temp == NULL)
         {
            printf("\n There are less than %d elements",
loc);
            return;
         }
      }
      printf("Enter value");
      scanf("%d",&item);
      ptr->data = item;
      ptr->next = temp->next;
      ptr -> prev = temp;
      temp->next = ptr;
      temp->next->prev=ptr;
      printf("\nnode inserted\n");
   }
}
void deletion_beginning()
{
   struct node *ptr;
   if(head == NULL)
   {
      printf("\n UNDERFLOW");
   }
   else if(head->next == NULL)
   {
      head = NULL;
```

```
        free(head);
        printf("\nnode deleted\n");
    }
    else
    {
        ptr = head;
        head = head -> next;
        head -> prev = NULL;
        free(ptr);
        printf("\nnode deleted\n");
    }

}
void deletion_last()
{
    struct node *ptr;
    if(head == NULL)
    {
        printf("\n UNDERFLOW");
    }
    else if(head->next == NULL)
    {
        head = NULL;
        free(head);
        printf("\nnode deleted\n");
    }
    else
    {
        ptr = head;
        if(ptr->next != NULL)
```

```
        {
            ptr = ptr -> next;
        }
        ptr -> prev -> next = NULL;
        free(ptr);
        printf("\nnode deleted\n");
    }
}
void deletion_specified()
{
    struct node *ptr, *temp;
    int val;
    printf("\n Enter the data after which the node is to be
deleted : ");
    scanf("%d", &val);
    ptr = head;
    while(ptr -> data != val)
    ptr = ptr -> next;
    if(ptr -> next == NULL)
    {
        printf("\nCan't delete\n");
    }
    else if(ptr -> next -> next == NULL)
    {
        ptr ->next = NULL;
    }
    else
    {
        temp = ptr -> next;
        ptr -> next = temp -> next;
```

```
        temp -> next -> prev = ptr;
        free(temp);
        printf("\nnode deleted\n");
    }
}
void display()
{
    struct node *ptr;
    printf("\n printing values...\n");
    ptr = head;
    while(ptr != NULL)
    {
        printf("%d\n",ptr->data);
        ptr=ptr->next;
    }
}
void search()
{
    struct node *ptr;
    int item,i=0,flag;
    ptr = head;
    if(ptr == NULL)
    {
        printf("\nEmpty List\n");
    }
    else
    {
        printf("\nEnter item which you want to search?\n");
        scanf("%d",&item);
        while (ptr!=NULL)
```

```
        {
            if(ptr->data == item)
            {
                printf("\nitem found at location %d ",i+1);
                flag=0;
                break;
            }
            else
            {
                flag=1;
            }
            i++;
            ptr = ptr -> next;
        }
        if(flag==1)
        {
            printf("\nItem not found\n");
        }
    }

}
```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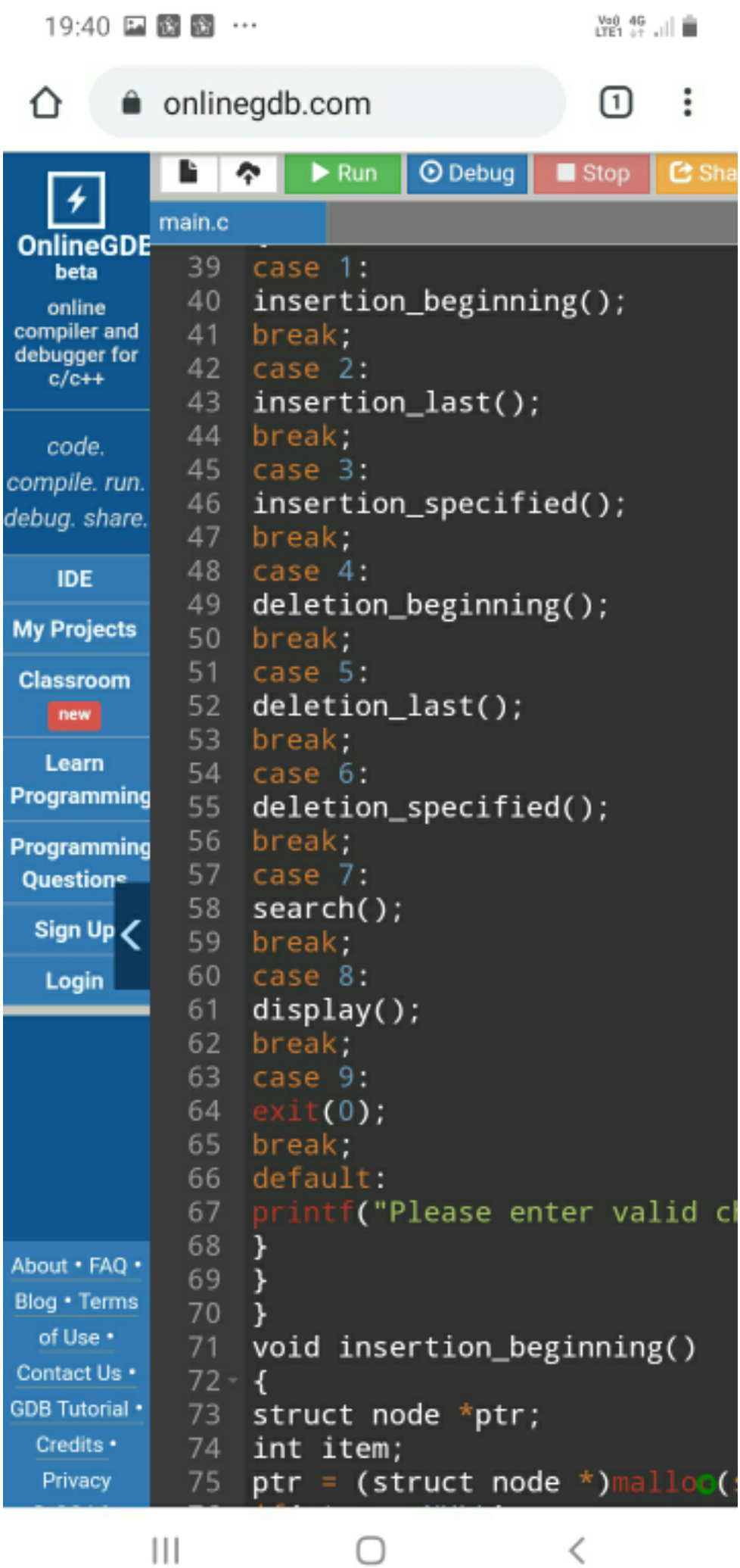
*****************************
#include<stdio.h>
#include<stdlib.h>
struct node
{
struct node *prev;
struct node *next;
int data;
};
struct node *head;
void insertion_beginning();
void insertion_last();
void insertion_specified();
void deletion_beginning();
void deletion_last();
void deletion_specified();
void display();
void search();
void main ()
{
int choice =0;
while(choice != 9)
{
printf("\n*********Main Menu
printf("\nChoose one option
printf("\n==========
printf("\n1.Insert in begini
printf("\nEnter your choice?
scanf("\n%d",&choice);
switch(choice)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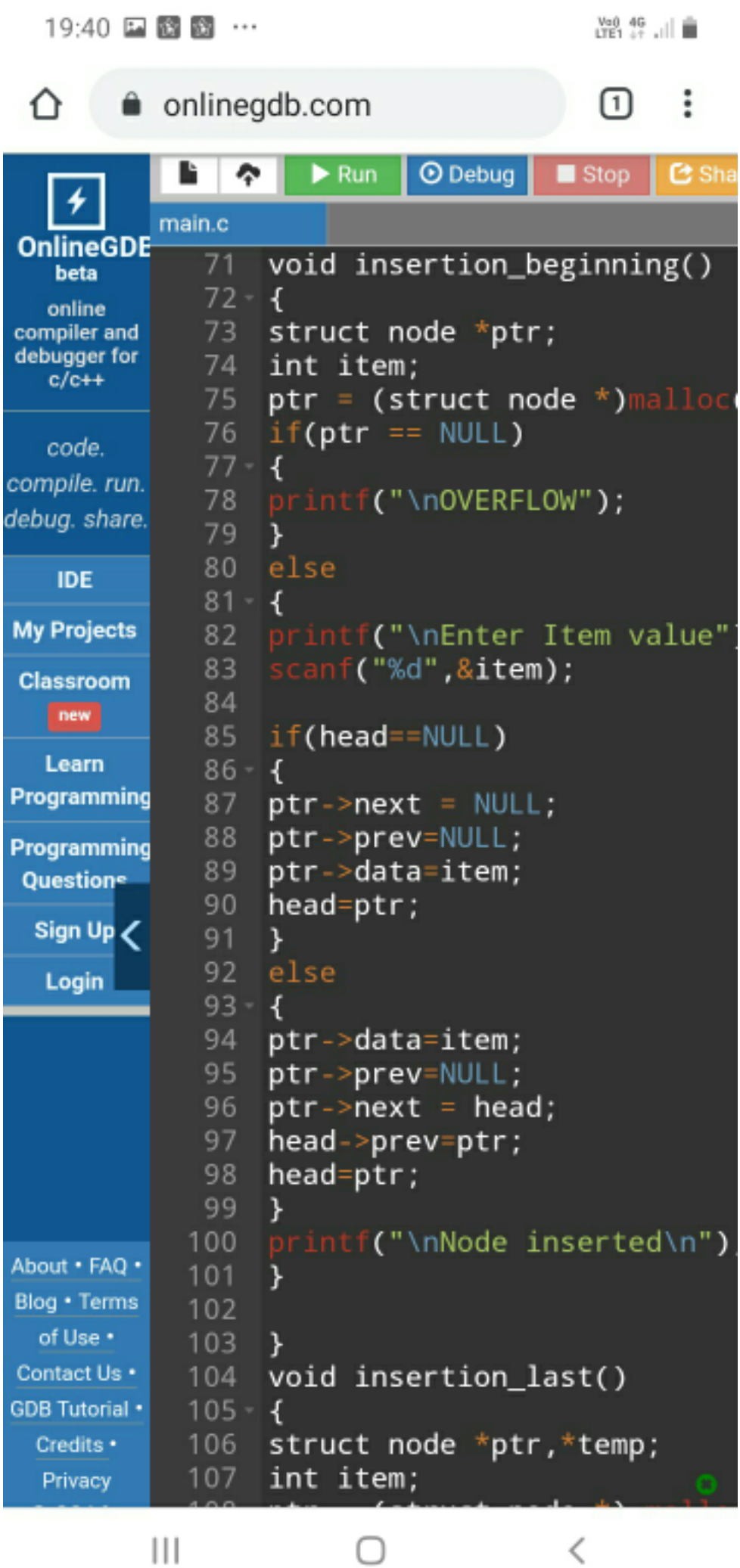
main.c
case 1:
insertion_beginning();
break;
case 2:
insertion_last();
break;
case 3:
insertion_specified();
break;
case 4:
deletion_beginning();
break;
case 5:
deletion_last();
break;
case 6:
deletion_specified();
break;
case 7:
search();
break;
case 8:
display();
break;
case 9:
exit(0);
break;
default:
printf("Please enter valid ch
}
}
}
void insertion_beginning()
{
struct node *ptr;
int item;
ptr = (struct node *)malloc(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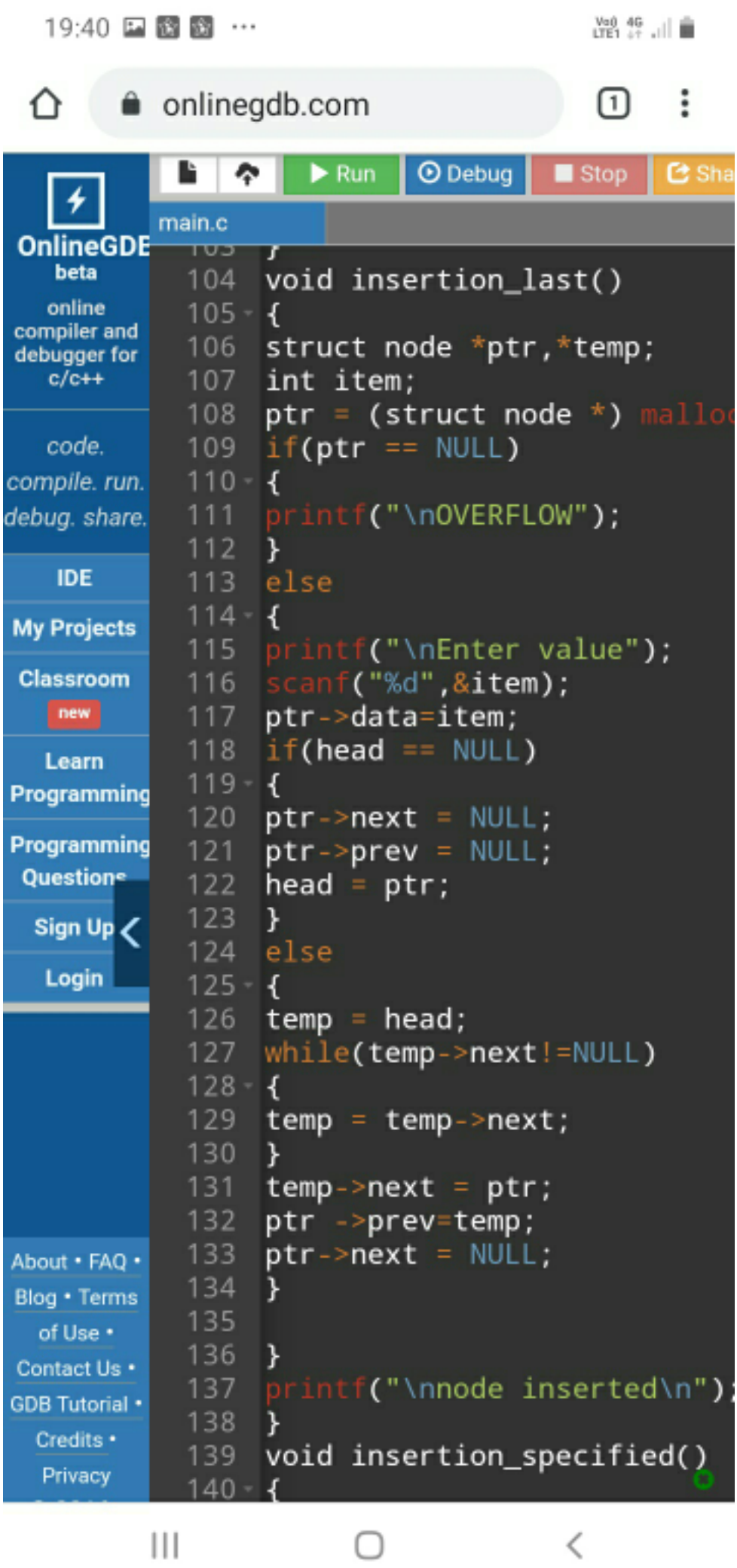
main.c
void insertion_beginning()
{
struct node *ptr;
int item;
ptr = (struct node *)malloc
if(ptr == NULL)
{
printf("\nOVERFLOW");
}
else
{
printf("\nEnter Item value"
scanf("%d",&item);
if(head==NULL)
{
ptr->next = NULL;
ptr->prev=NULL;
ptr->data=item;
head=ptr;
}
else
{
ptr->data=item;
ptr->prev=NULL;
ptr->next = head;
head->prev=ptr;
head=ptr;
}
printf("\nNode inserted\n");
}
}
void insertion_last()
{
struct node *ptr,*temp;
int item;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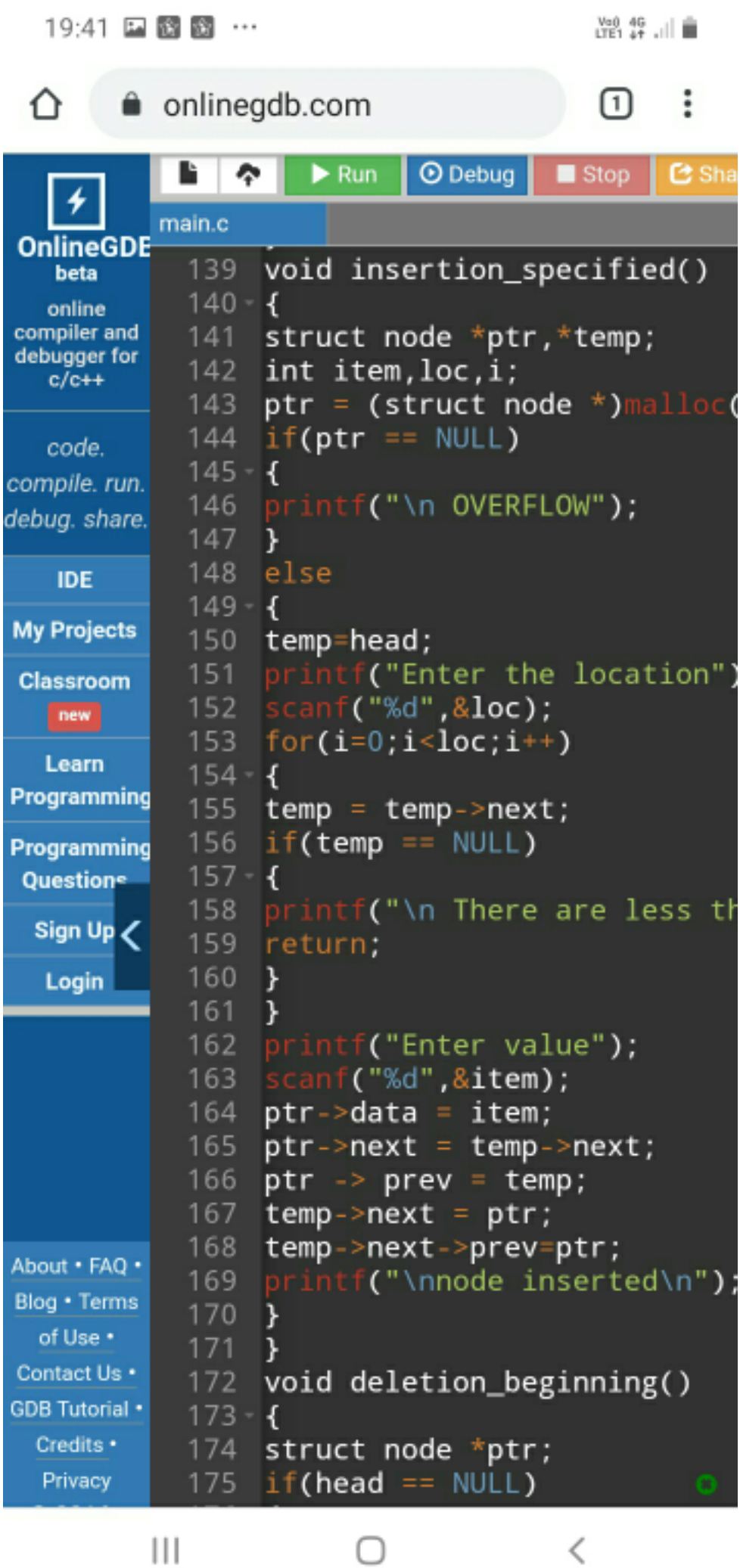
main.c
104 void insertion_last()
105 {
106 struct node *ptr,*temp;
107 int item;
108 ptr = (struct node *) malloc
109 if(ptr == NULL)
110 {
111 printf("\nOVERFLOW");
112 }
113 else
114 {
115 printf("\nEnter value");
116 scanf("%d",&item);
117 ptr->data=item;
118 if(head == NULL)
119 {
120 ptr->next = NULL;
121 ptr->prev = NULL;
122 head = ptr;
123 }
124 else
125 {
126 temp = head;
127 while(temp->next!=NULL)
128 {
129 temp = temp->next;
130 }
131 temp->next = ptr;
132 ptr ->prev=temp;
133 ptr->next = NULL;
134 }
135
136 }
137 printf("\nnode inserted\n");
138 }
139 void insertion_specified()
140 {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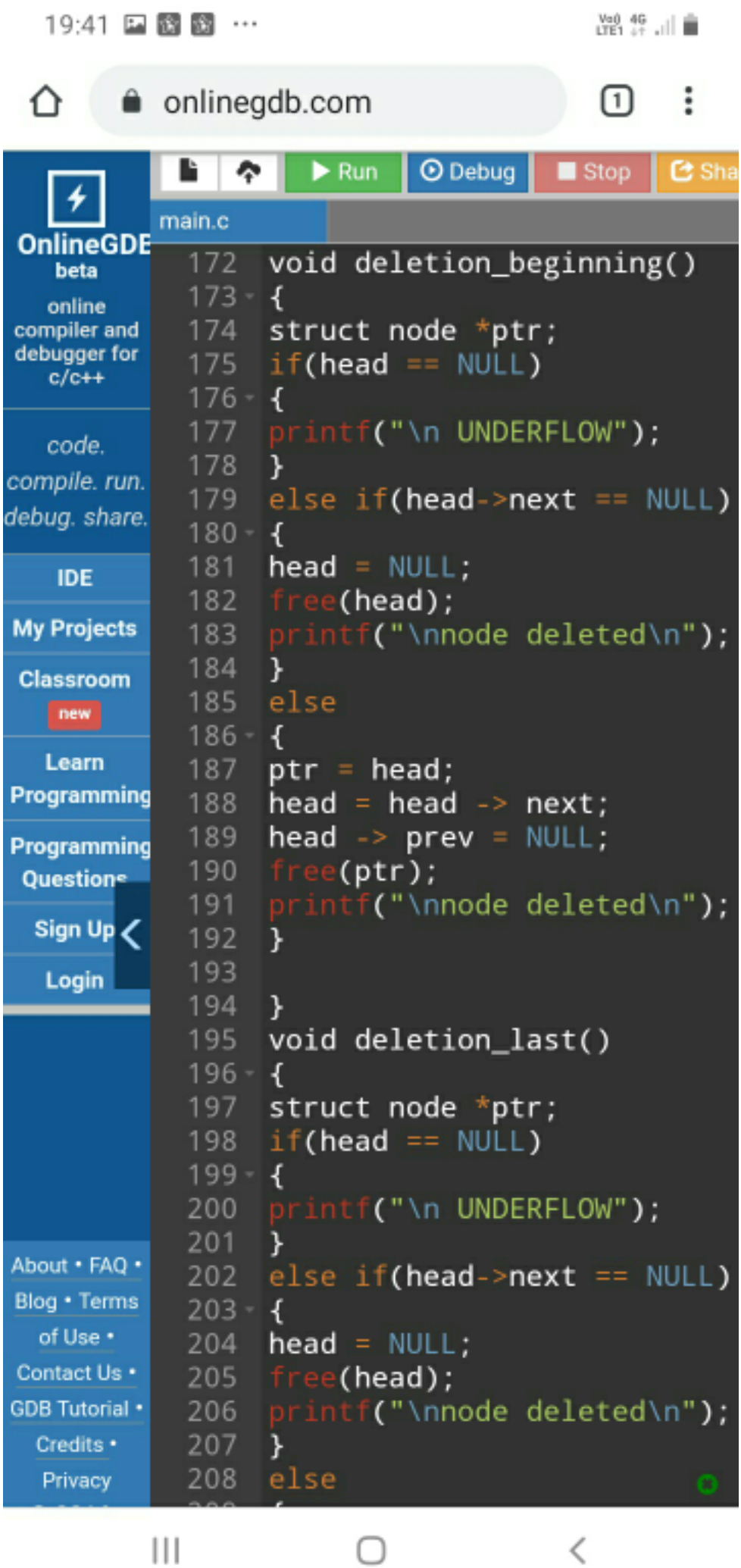
main.c
139 void insertion_specified()
140 {
141 struct node *ptr,*temp;
142 int item,loc,i;
143 ptr = (struct node *)malloc(
144 if(ptr == NULL)
145 {
146 printf("\n OVERFLOW");
147 }
148 else
149 {
150 temp=head;
151 printf("Enter the location"
152 scanf("%d",&loc);
153 for(i=0;i<loc;i++)
154 {
155 temp = temp->next;
156 if(temp == NULL)
157 {
158 printf("\n There are less th
159 return;
160 }
161 }
162 printf("Enter value");
163 scanf("%d",&item);
164 ptr->data = item;
165 ptr->next = temp->next;
166 ptr -> prev = temp;
167 temp->next = ptr;
168 temp->next->prev=ptr;
169 printf("\nnode inserted\n");
170 }
171 }
172 void deletion_beginning()
173 {
174 struct node *ptr;
175 if(head == NULL)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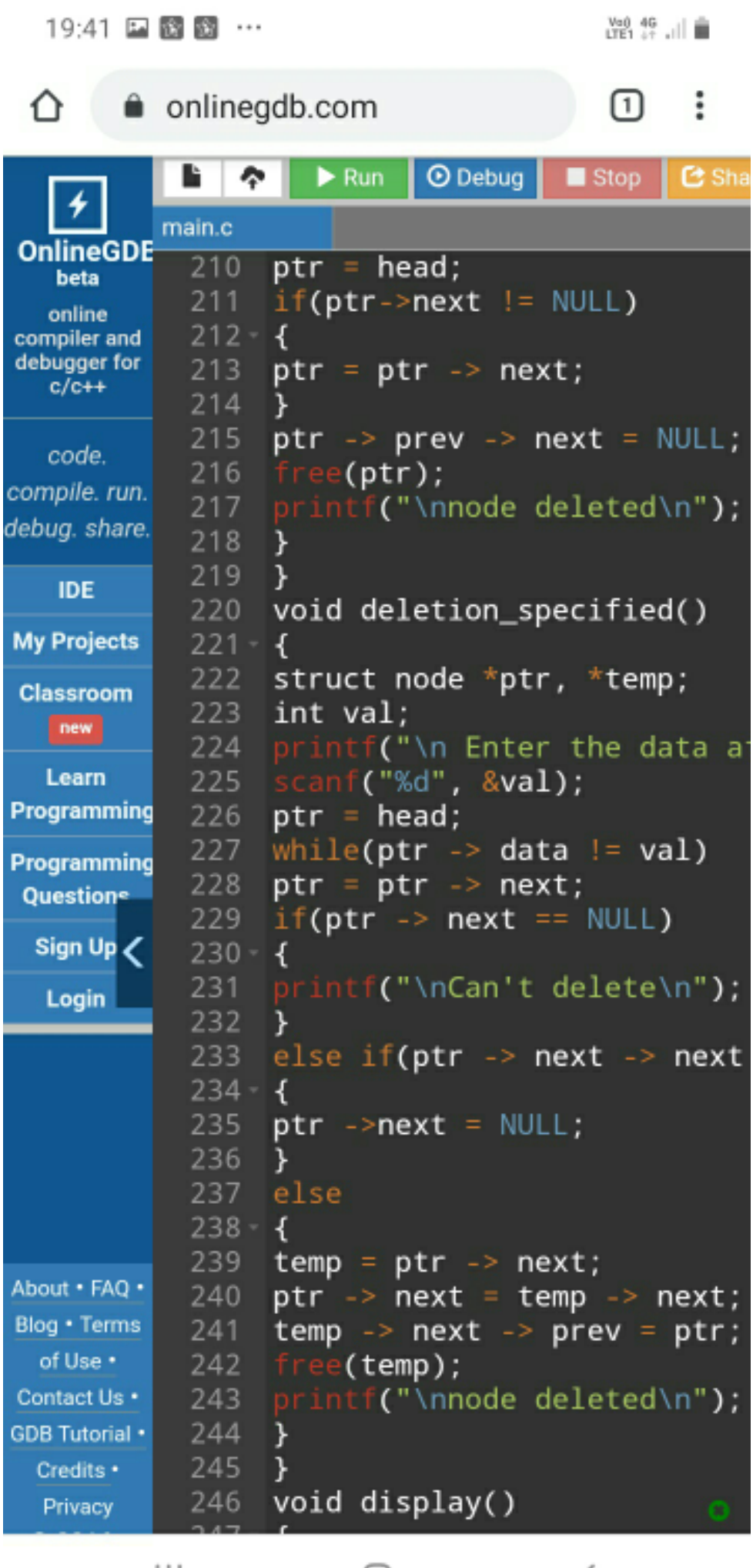
main.c
172 void deletion_beginning()
173 {
174 struct node *ptr;
175 if(head == NULL)
176 {
177 printf("\n UNDERFLOW");
178 }
179 else if(head->next == NULL)
180 {
181 head = NULL;
182 free(head);
183 printf("\nnode deleted\n");
184 }
185 else
186 {
187 ptr = head;
188 head = head -> next;
189 head -> prev = NULL;
190 free(ptr);
191 printf("\nnode deleted\n");
192 }
193
194 }
195 void deletion_last()
196 {
197 struct node *ptr;
198 if(head == NULL)
199 {
200 printf("\n UNDERFLOW");
201 }
202 else if(head->next == NULL)
203 {
204 head = NULL;
205 free(head);
206 printf("\nnode deleted\n");
207 }
208 else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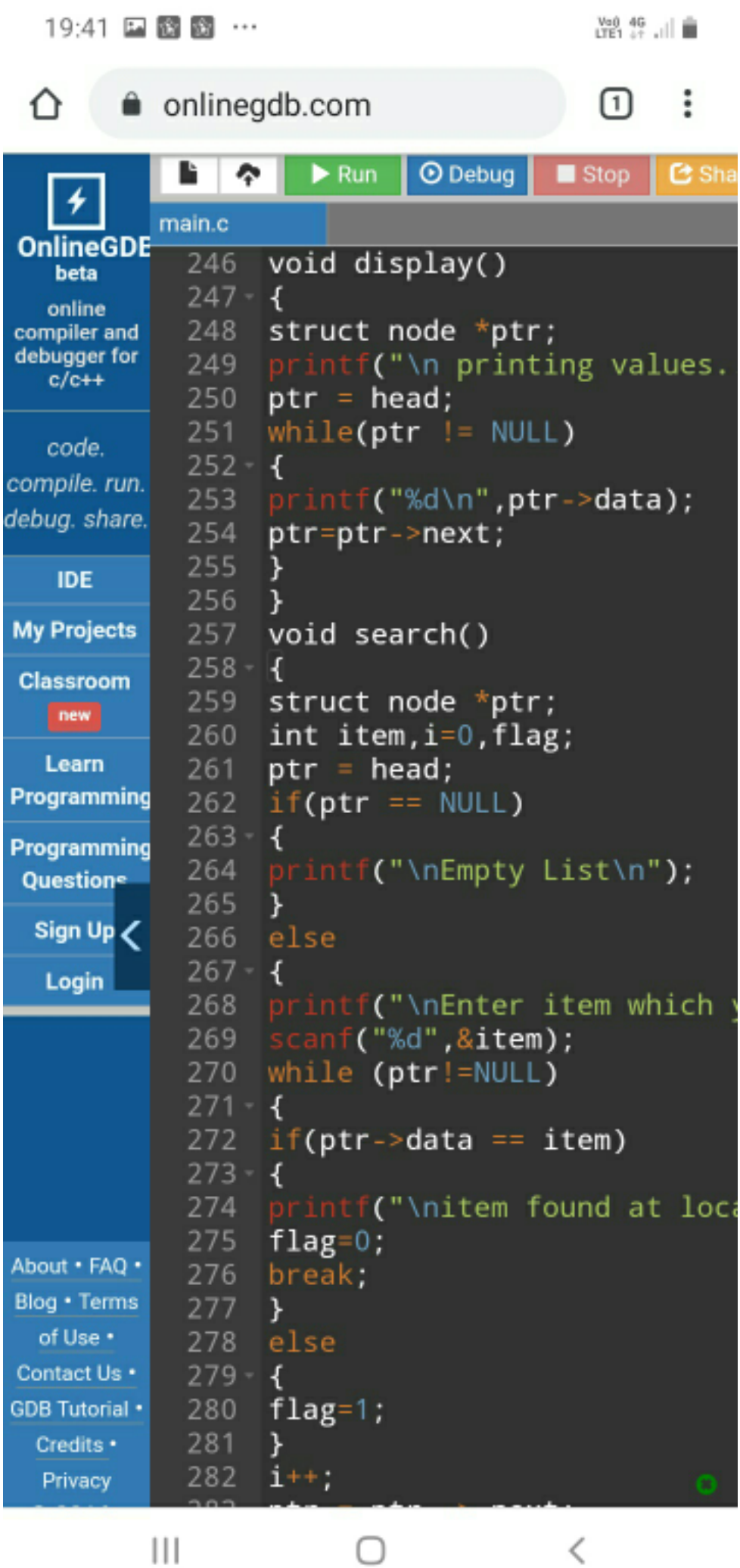
main.c
ptr = head;
if(ptr->next != NULL)
{
ptr = ptr -> next;
}
ptr -> prev -> next = NULL;
free(ptr);
printf("\nnode deleted\n");
}
}
void deletion_specified()
{
struct node *ptr, *temp;
int val;
printf("\n Enter the data a
scanf("%d", &val);
ptr = head;
while(ptr -> data != val)
ptr = ptr -> next;
if(ptr -> next == NULL)
{
printf("\nCan't delete\n");
}
else if(ptr -> next -> next
{
ptr ->next = NULL;
}
else
{
temp = ptr -> next;
ptr -> next = temp -> next;
temp -> next -> prev = ptr;
free(temp);
printf("\nnode deleted\n");
}
}
void display()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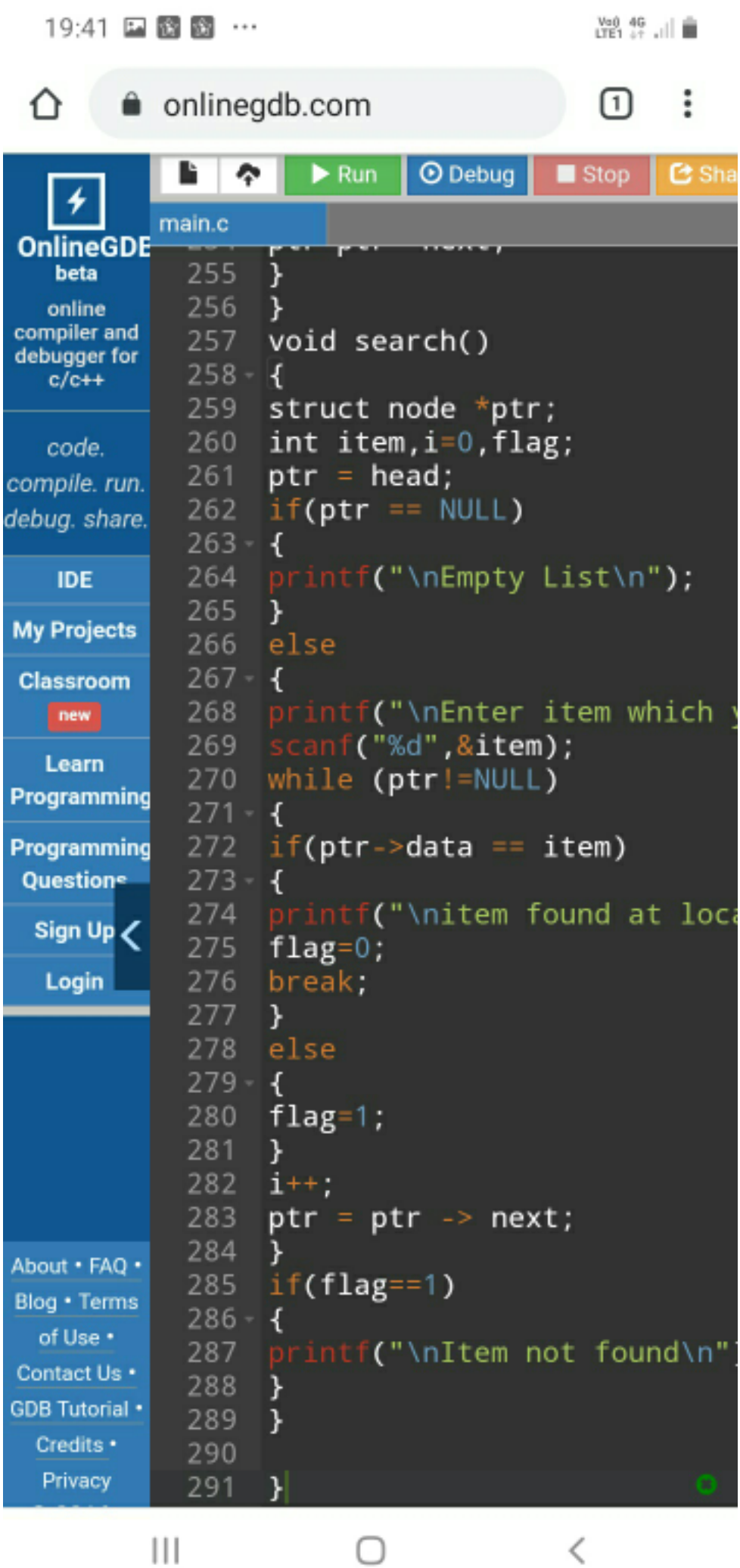
main.c
246 void display()
247 {
248 struct node *ptr;
249 printf("\n printing values.
250 ptr = head;
251 while(ptr != NULL)
252 {
253 printf("%d\n",ptr->data);
254 ptr=ptr->next;
255 }
256 }
257 void search()
258 {
259 struct node *ptr;
260 int item,i=0,flag;
261 ptr = head;
262 if(ptr == NULL)
263 {
264 printf("\nEmpty List\n");
265 }
266 else
267 {
268 printf("\nEnter item which
269 scanf("%d",&item);
270 while (ptr!=NULL)
271 {
272 if(ptr->data == item)
273 {
274 printf("\nitem found at loc
275 flag=0;
276 break;
277 }
278 else
279 {
280 flag=1;
281 }
282 i++;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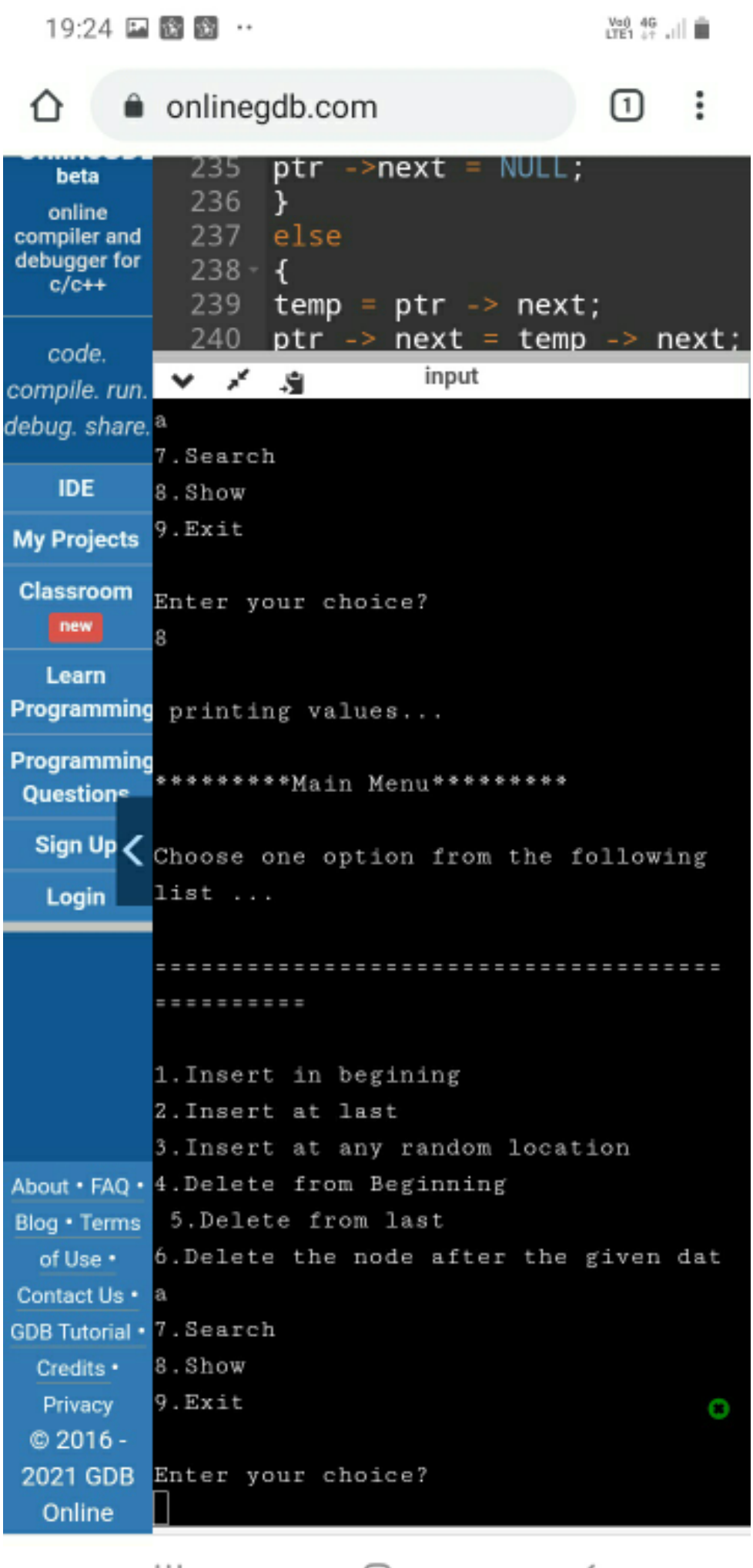
main.c
255 }
256 }
257 void search()
258 {
259 struct node *ptr;
260 int item,i=0,flag;
261 ptr = head;
262 if(ptr == NULL)
263 {
264 printf("\nEmpty List\n");
265 }
266 else
267 {
268 printf("\nEnter item which
269 scanf("%d",&item);
270 while (ptr!=NULL)
271 {
272 if(ptr->data == item)
273 {
274 printf("\nitem found at loc
275 flag=0;
276 break;
277 }
278 else
279 {
280 flag=1;
281 }
282 i++;
283 ptr = ptr -> next;
284 }
285 if(flag==1)
286 {
287 printf("\nItem not found\n"
288 }
289 }
290
291 }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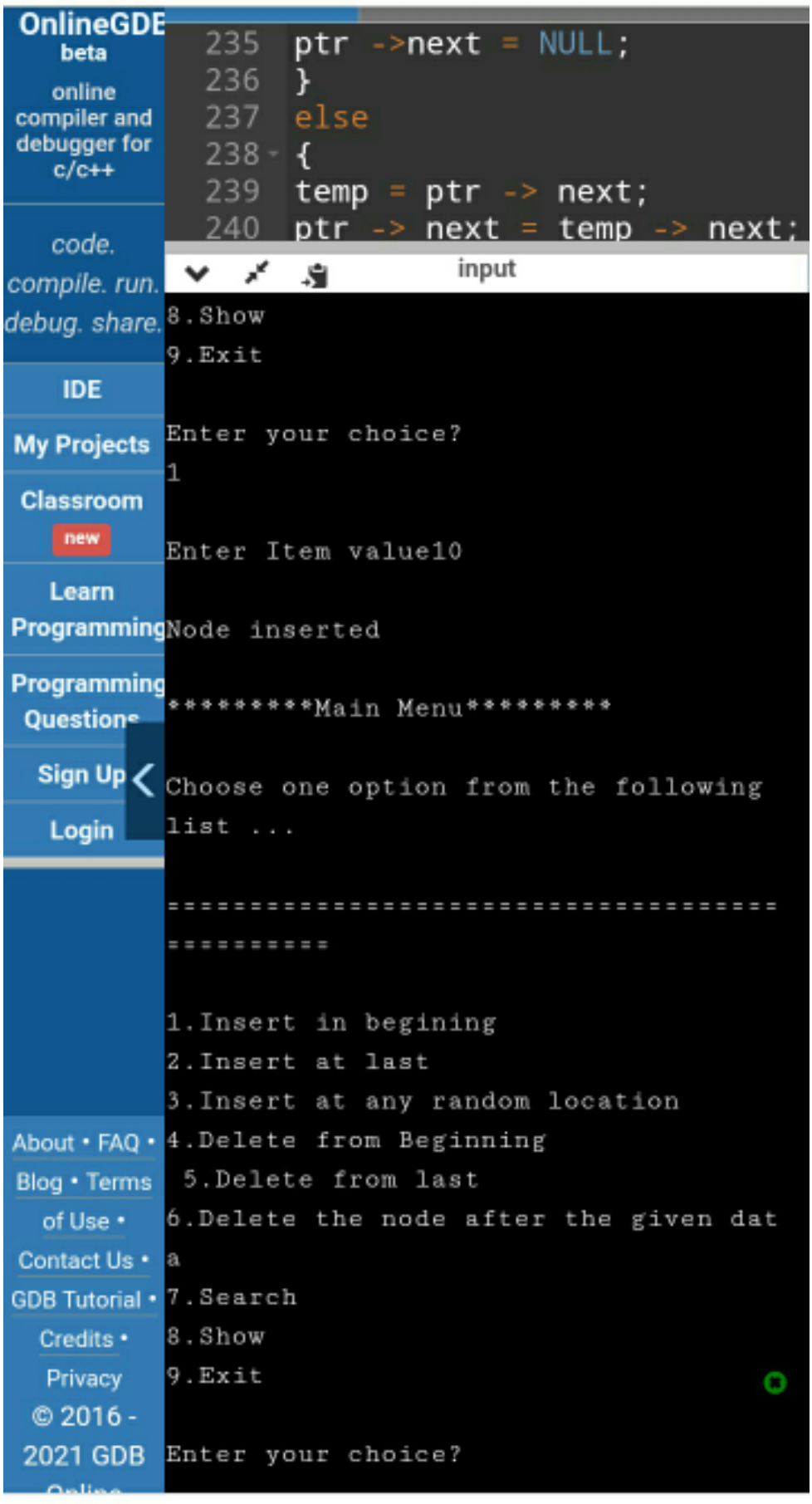
235 ptr ->next = NULL;
236 }
237 else
238 {
239 temp = ptr -> next;
240 ptr -> next = temp -> next;
input
a
7.Search
8.Show
9.Exit
Enter your choice?
8
printing values...
*********Main Menu*********
Choose one option from the following list ...
1.Insert in begining
2.Insert at last
3.Insert at any random location
4.Delete from Beginning
5.Delete from last
6.Delete the node after the given data
a
7.Search
8.Show
9.Exit
Enter your choice?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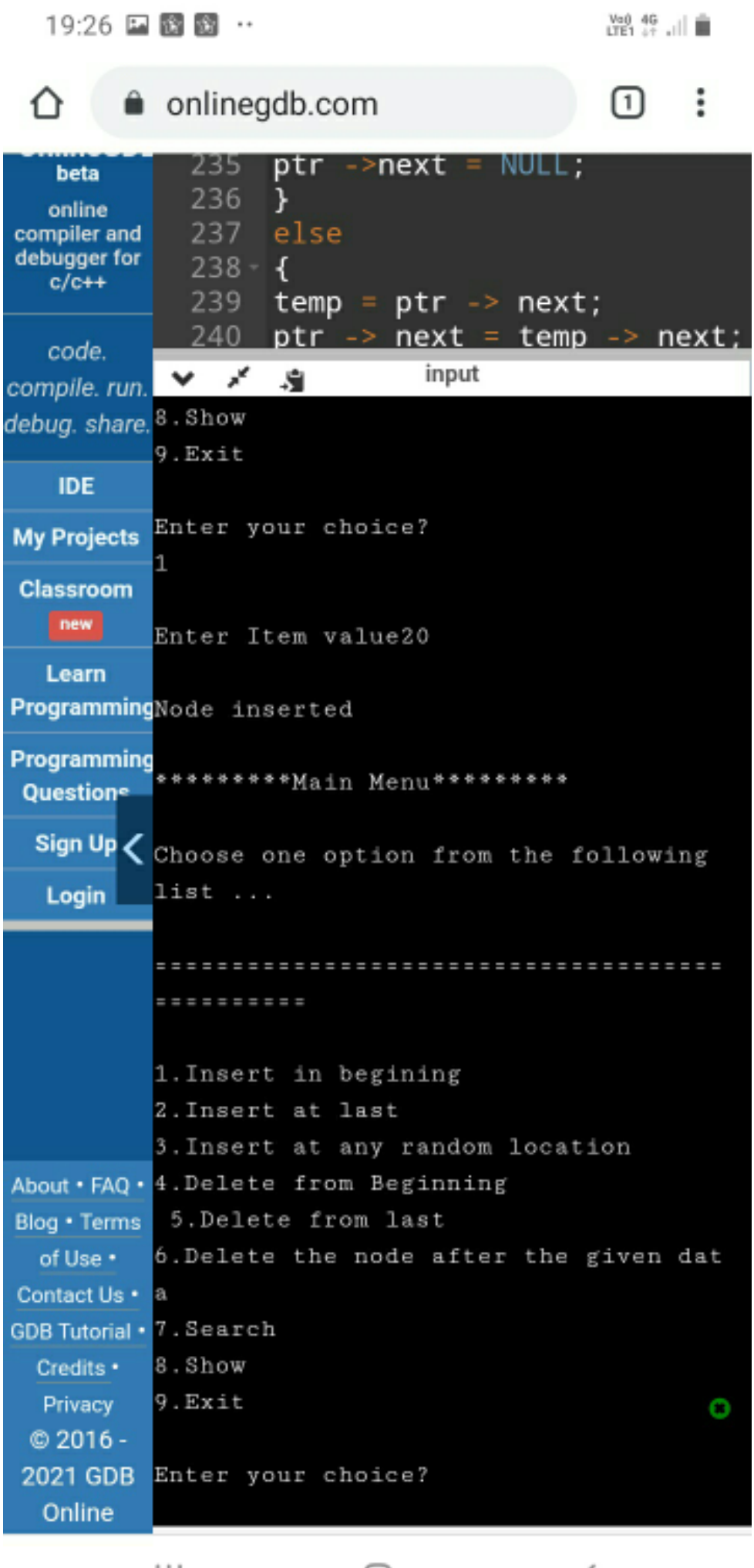
235 ptr ->next = NULL;
236 }
237 else
238 {
239 temp = ptr -> next;
240 ptr -> next = temp -> next;
input
8.Show
9.Exit
Enter your choice?
1
Enter Item value10
Node inserted
*********Main Menu*********
Choose one option from the following list ...
==========
1.Insert in begining
2.Insert at last
3.Insert at any random location
4.Delete from Beginning
5.Delete from last
6.Delete the node after the given data
7.Search
8.Show
9.Exit
Enter your choice?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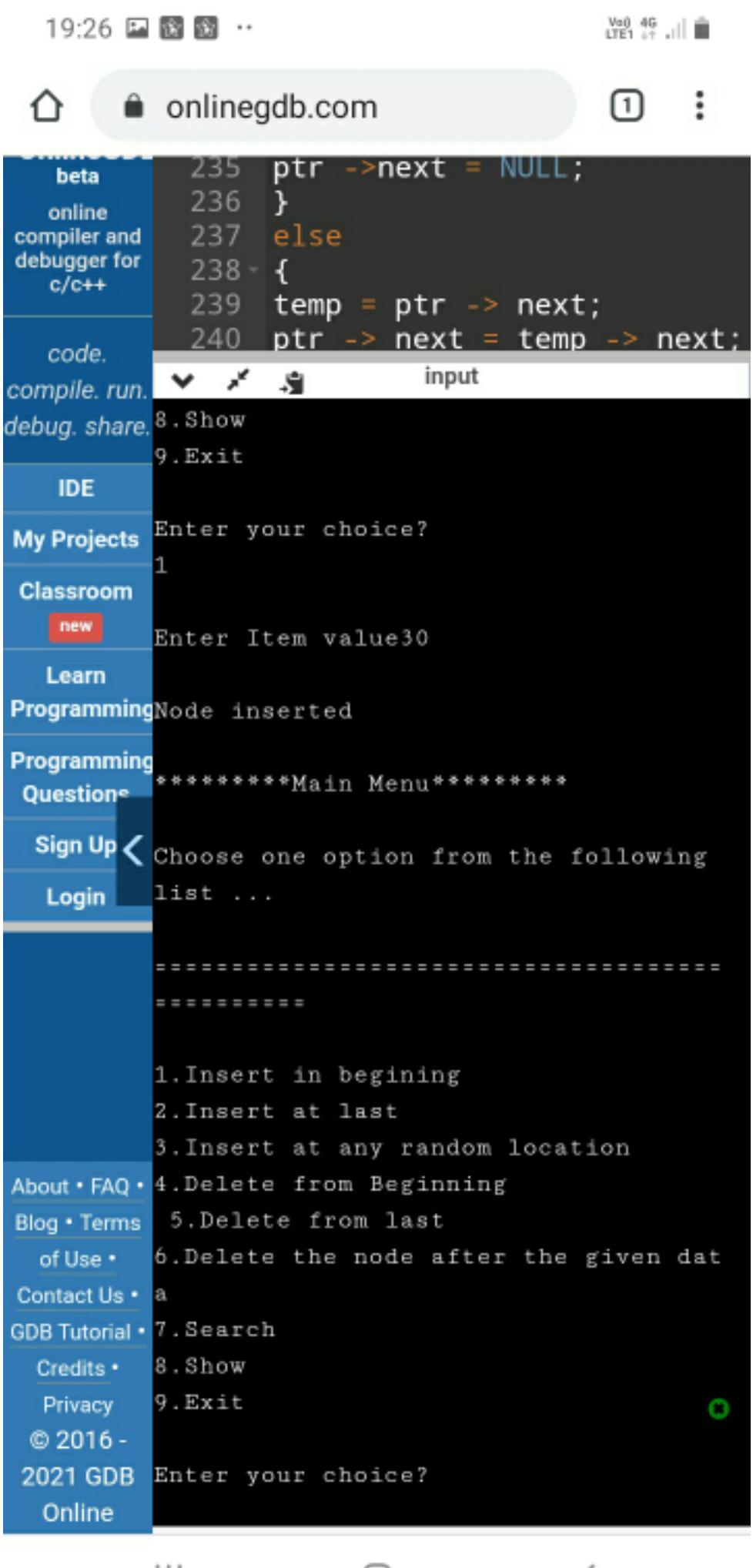
235 ptr ->next = NULL;
236 }
237 else
238 {
239 temp = ptr -> next;
240 ptr -> next = temp -> next;
input
8.Show
9.Exit
Enter your choice?
1
Enter Item value20
Node inserted
*********Main Menu*********
Choose one option from the following list ...
==========
1.Insert in begining
2.Insert at last
3.Insert at any random location
4.Delete from Beginning
5.Delete from last
6.Delete the node after the given data
7.Search
8.Show
9.Exit
Enter your choice?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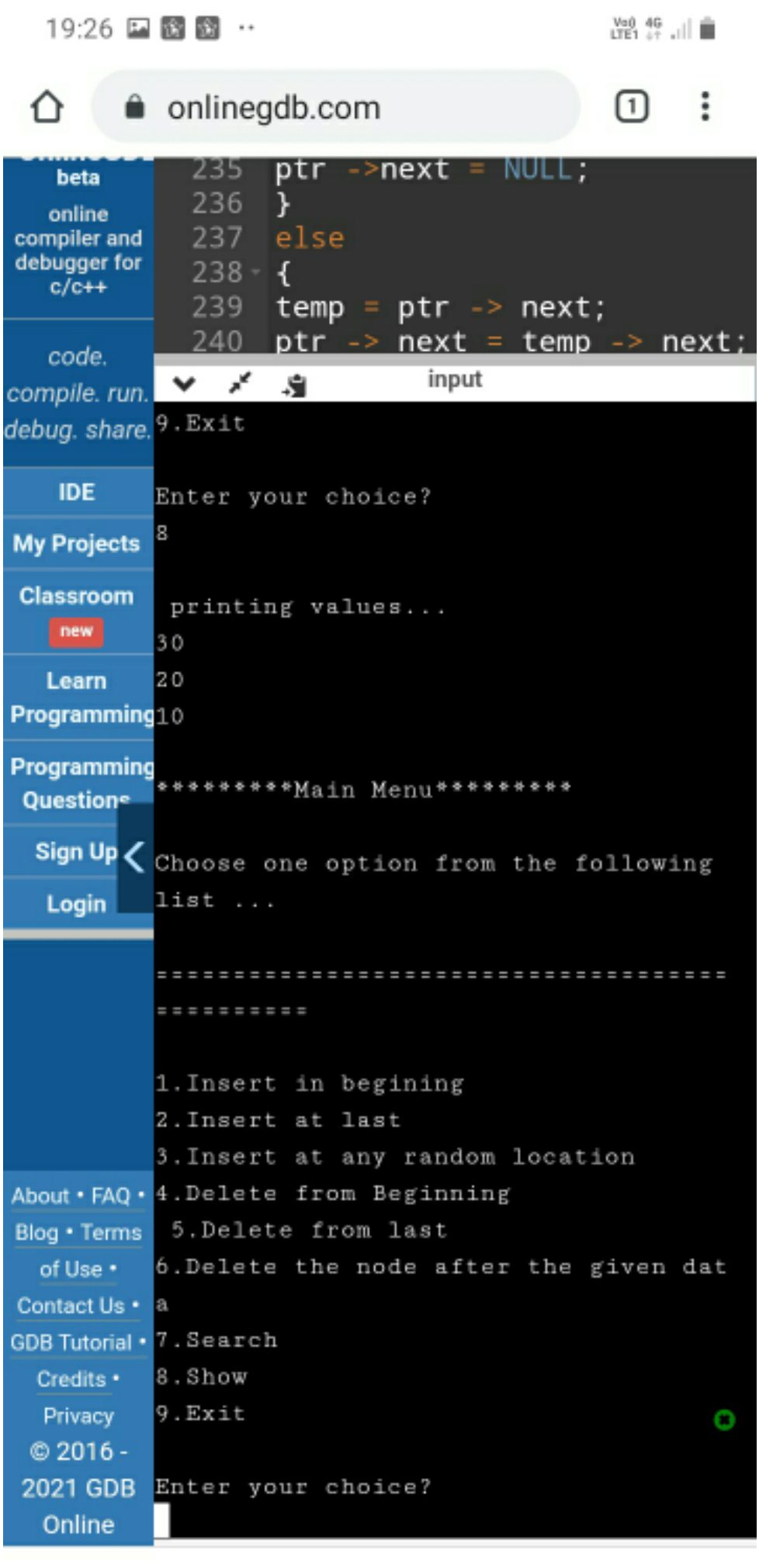
235 ptr ->next = NULL;
236 }
237 else
238 {
239 temp = ptr -> next;
240 ptr -> next = temp -> next;
input
8.Show
9.Exit
Enter your choice?
1
Enter Item value30
Node inserted
*********Main Menu*********
Choose one option from the following list ...
==========
1.Insert in begining
2.Insert at last
3.Insert at any random location
4.Delete from Beginning
5.Delete from last
6.Delete the node after the given data
7.Search
8.Show
9.Exit
Enter your choice?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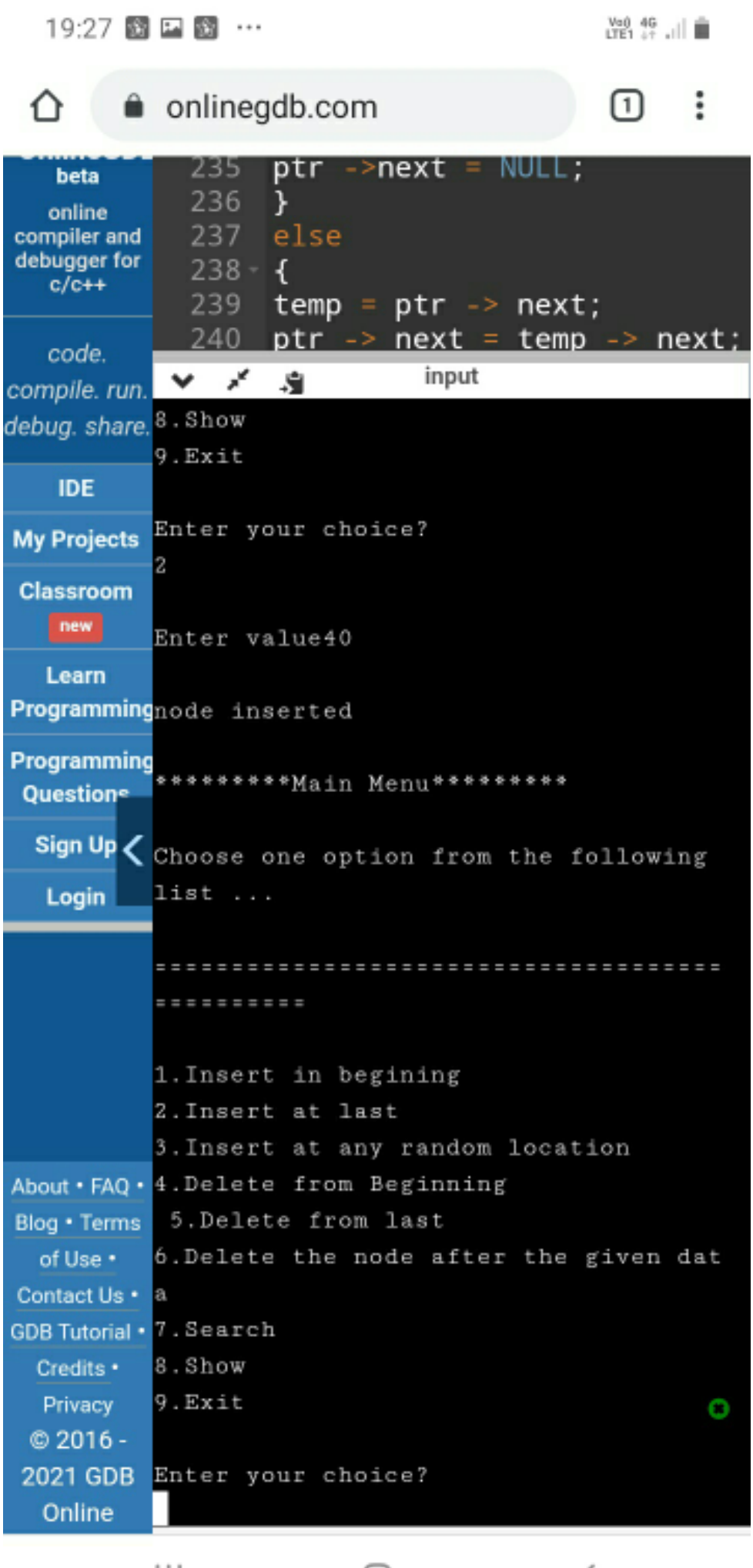
235 ptr ->next = NULL;
236 }
237 else
238 {
239 temp = ptr -> next;
240 ptr -> next = temp -> next;
input
9.Exit
Enter your choice?
8
printing values...
30
20
10
*********Main Menu*********
Choose one option from the following list ...
==========
1.Insert in begining
2.Insert at last
3.Insert at any random location
4.Delete from Beginning
5.Delete from last
6.Delete the node after the given data
7.Search
8.Show
9.Exit
Enter your choice?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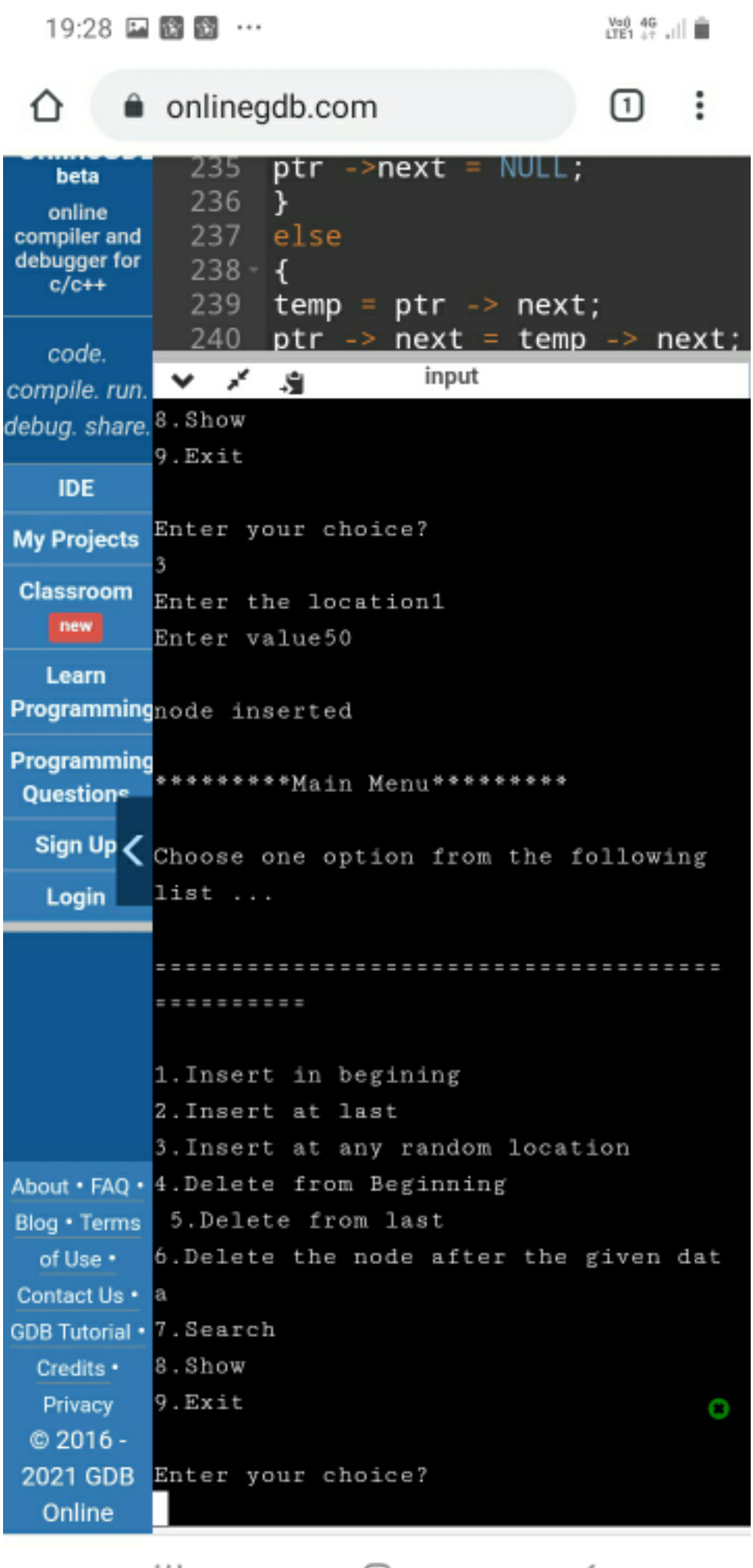
235 ptr ->next = NULL;
236 }
237 else
238 {
239 temp = ptr -> next;
240 ptr -> next = temp -> next;
input
8.Show
9.Exit
Enter your choice?
2
Enter value40
node inserted
*********Main Menu*********
Choose one option from the following list ...
==========
1.Insert in begining
2.Insert at last
3.Insert at any random location
4.Delete from Beginning
5.Delete from last
6.Delete the node after the given data
7.Search
8.Show
9.Exit
Enter your choice?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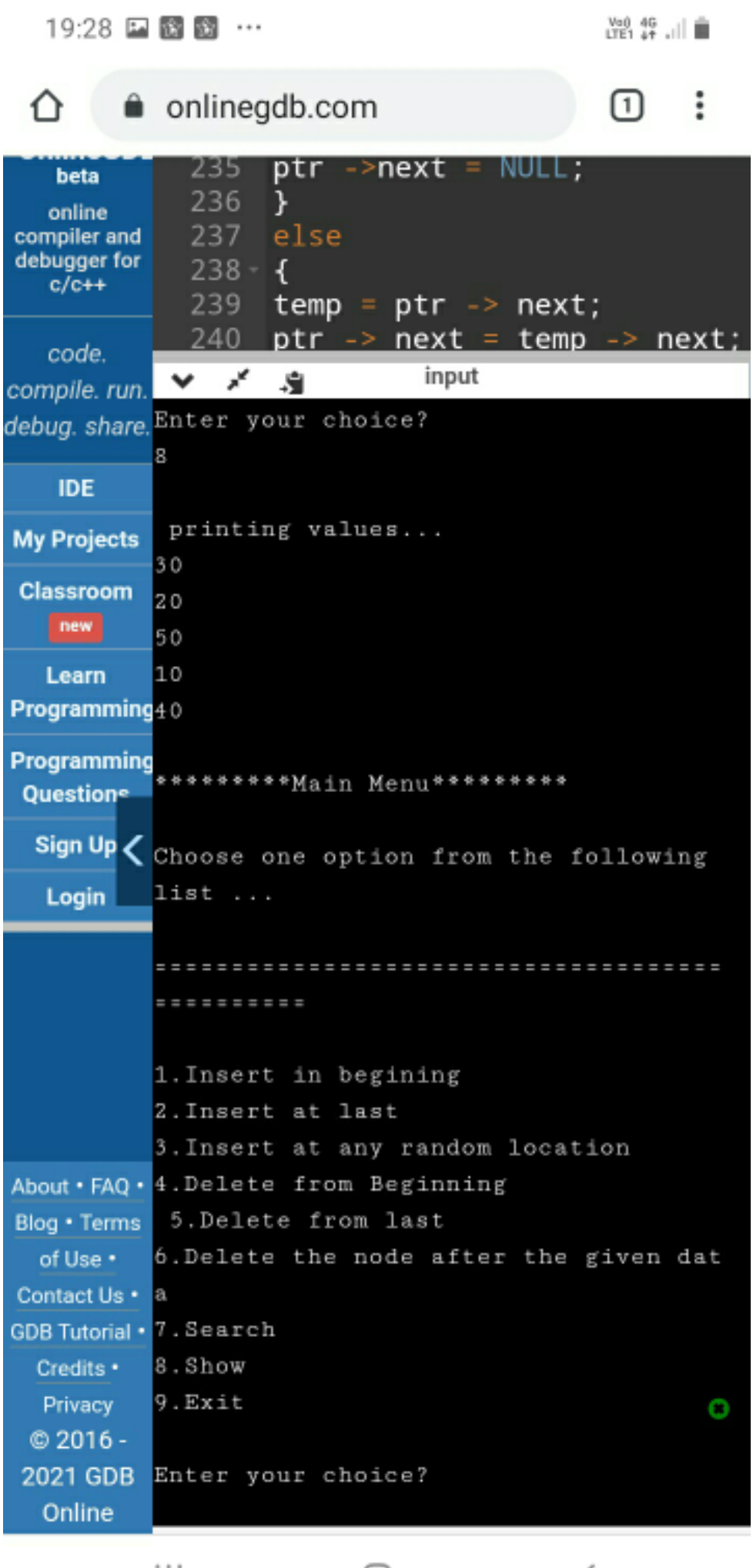
235 ptr ->next = NULL;
236 }
237 else
238 {
239 temp = ptr -> next;
240 ptr -> next = temp -> next;
input
8.Show
9.Exit
Enter your choice?
3
Enter the location1
Enter value50
node inserted
*********Main Menu*********
Choose one option from the following list ...
1.Insert in begining
2.Insert at last
3.Insert at any random location
4.Delete from Beginning
5.Delete from last
6.Delete the node after the given data
7.Search
8.Show
9.Exit
Enter your choice?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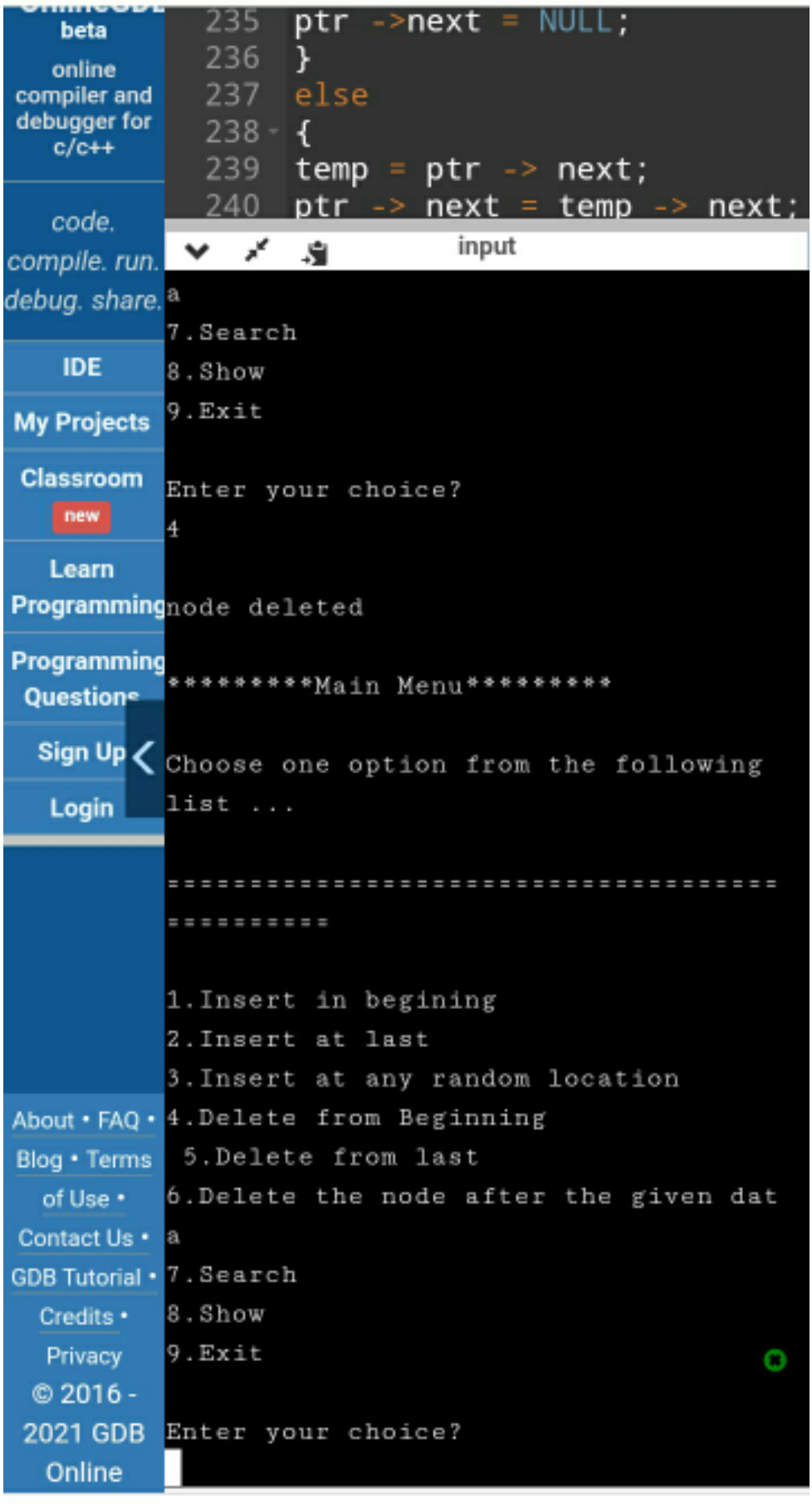
235 ptr ->next = NULL;
236 }
237 else
238 {
239 temp = ptr -> next;
240 ptr -> next = temp -> next;
input
Enter your choice?
8
printing values...
30
20
50
10
40
*********Main Menu*********
Choose one option from the following list ...
==========
1.Insert in begining
2.Insert at last
3.Insert at any random location
4.Delete from Beginning
5.Delete from last
6.Delete the node after the given data
7.Search
8.Show
9.Exit
Enter your choice?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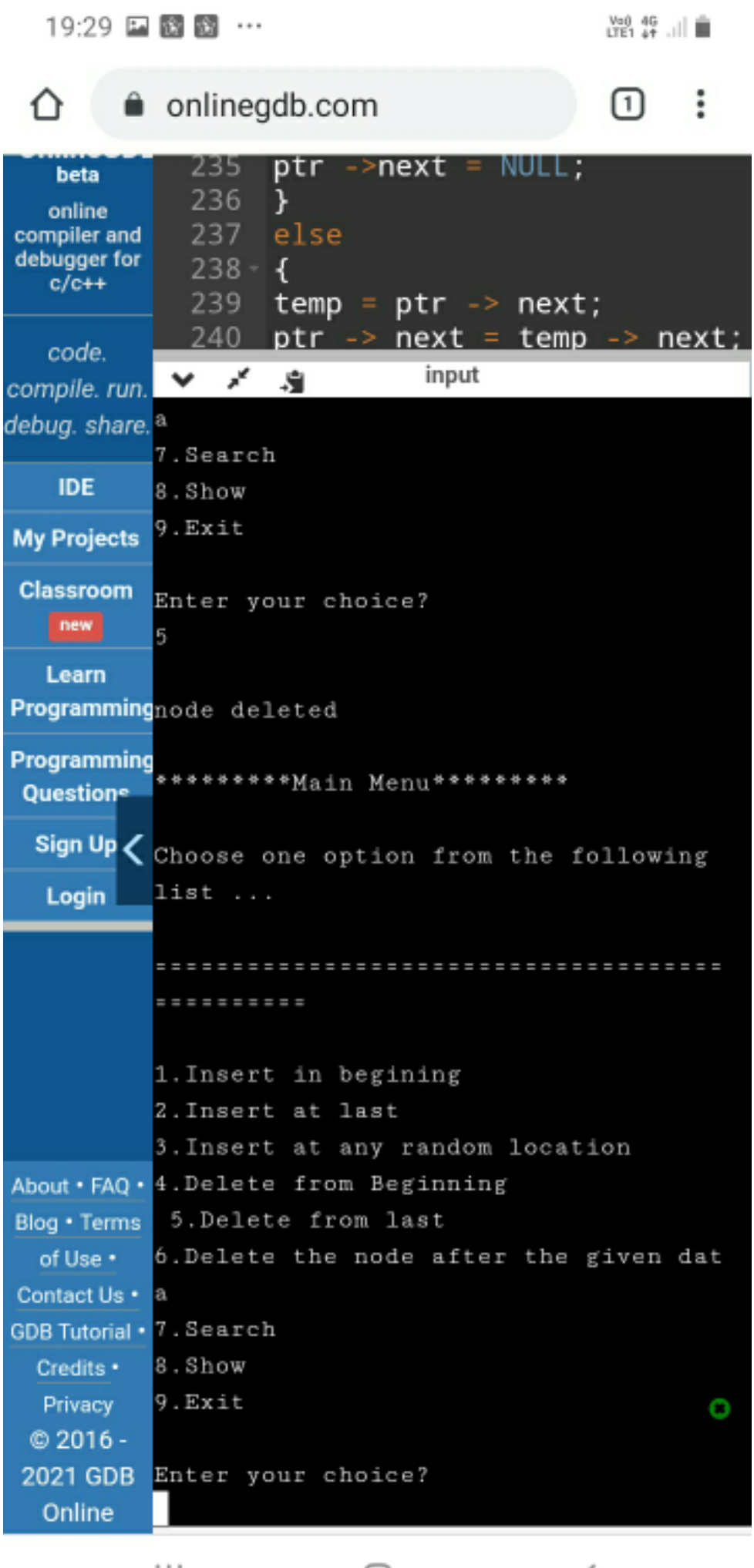
235 ptr ->next = NULL;
236 }
237 else
238 {
239 temp = ptr -> next;
240 ptr -> next = temp -> next;
input
a
7.Search
8.Show
9.Exit
Enter your choice?
4
node deleted
*********Main Menu*********
Choose one option from the following list ...
==========
1.Insert in begining
2.Insert at last
3.Insert at any random location
4.Delete from Beginning
5.Delete from last
6.Delete the node after the given data
a
7.Search
8.Show
9.Exit
Enter your choice?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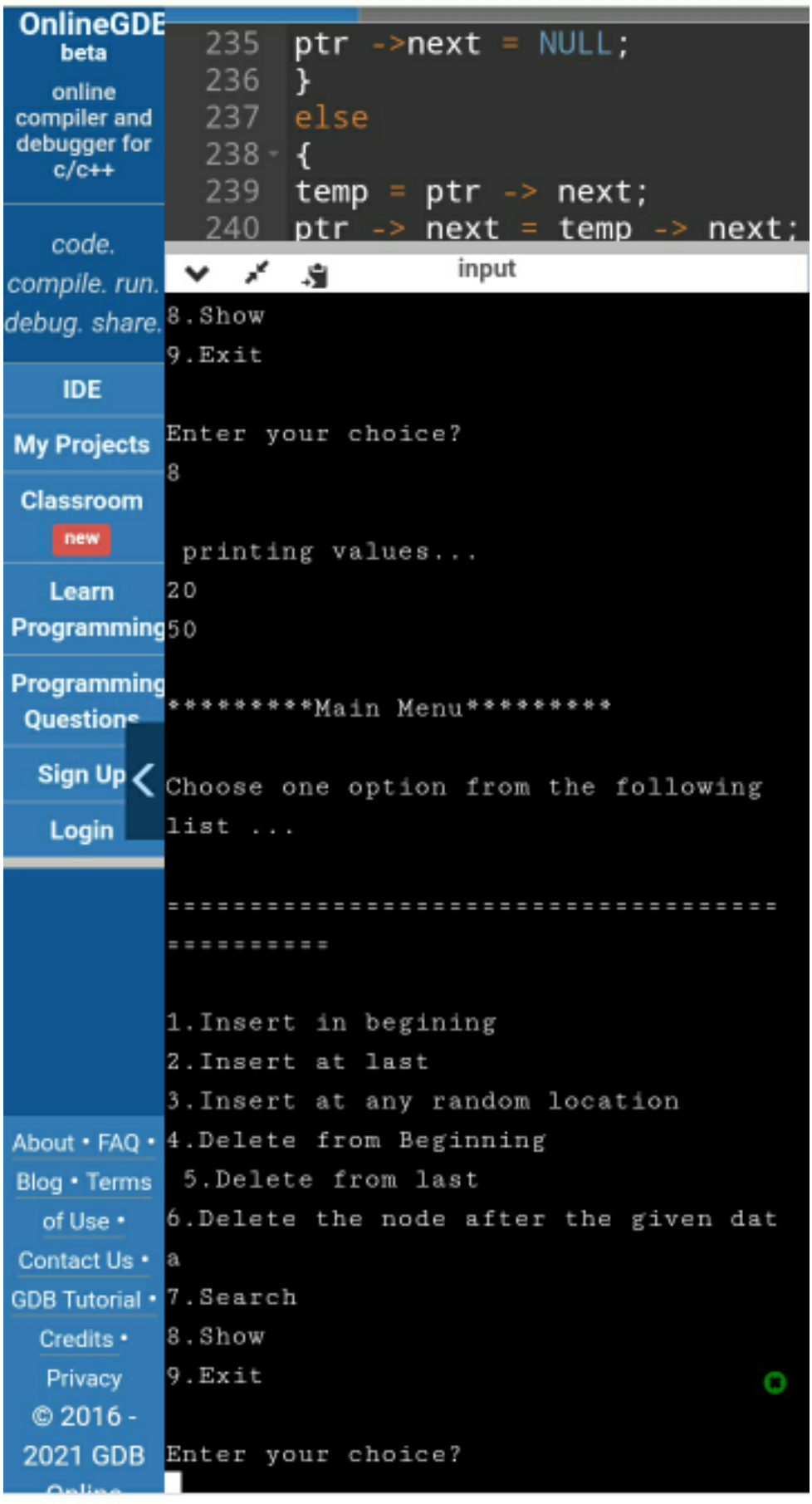
235 ptr ->next = NULL;
236 }
237 else
238 {
239 temp = ptr -> next;
240 ptr -> next = temp -> next;
input
a
7.Search
8.Show
9.Exit
Enter your choice?
5
node deleted
*********Main Menu*********
Choose one option from the following list ...
1.Insert in begining
2.Insert at last
3.Insert at any random location
4.Delete from Beginning
5.Delete from last
6.Delete the node after the given data
a
7.Search
8.Show
9.Exit
Enter your choice?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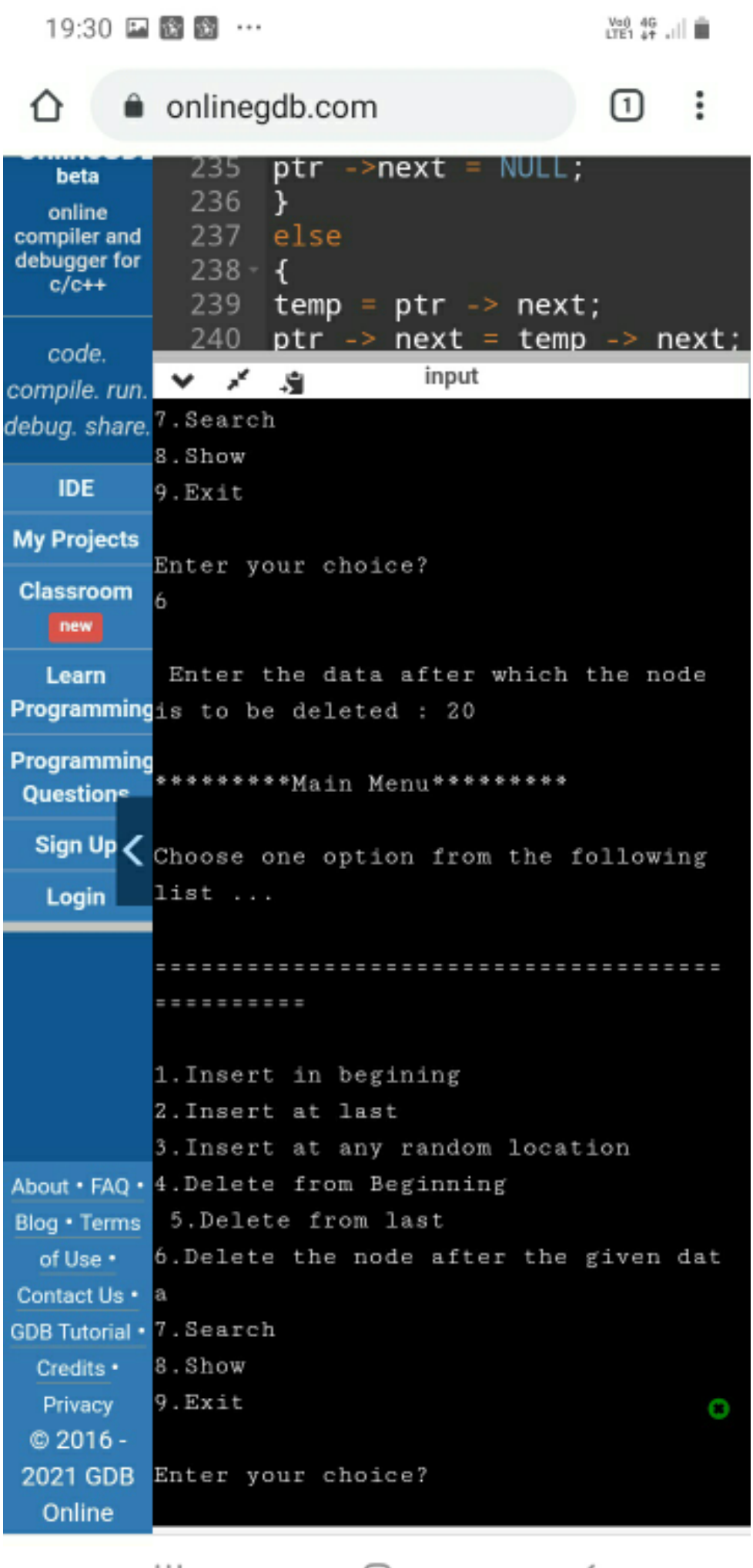
235 ptr ->next = NULL;
236 }
237 else
238 {
239 temp = ptr -> next;
240 ptr -> next = temp -> next;
input
8.Show
9.Exit
Enter your choice?
8
printing values...
20
50
*********Main Menu*********
Choose one option from the following list ...
1.Insert in begining
2.Insert at last
3.Insert at any random location
4.Delete from Beginning
5.Delete from last
6.Delete the node after the given data
7.Search
8.Show
9.Exit
Enter your choice?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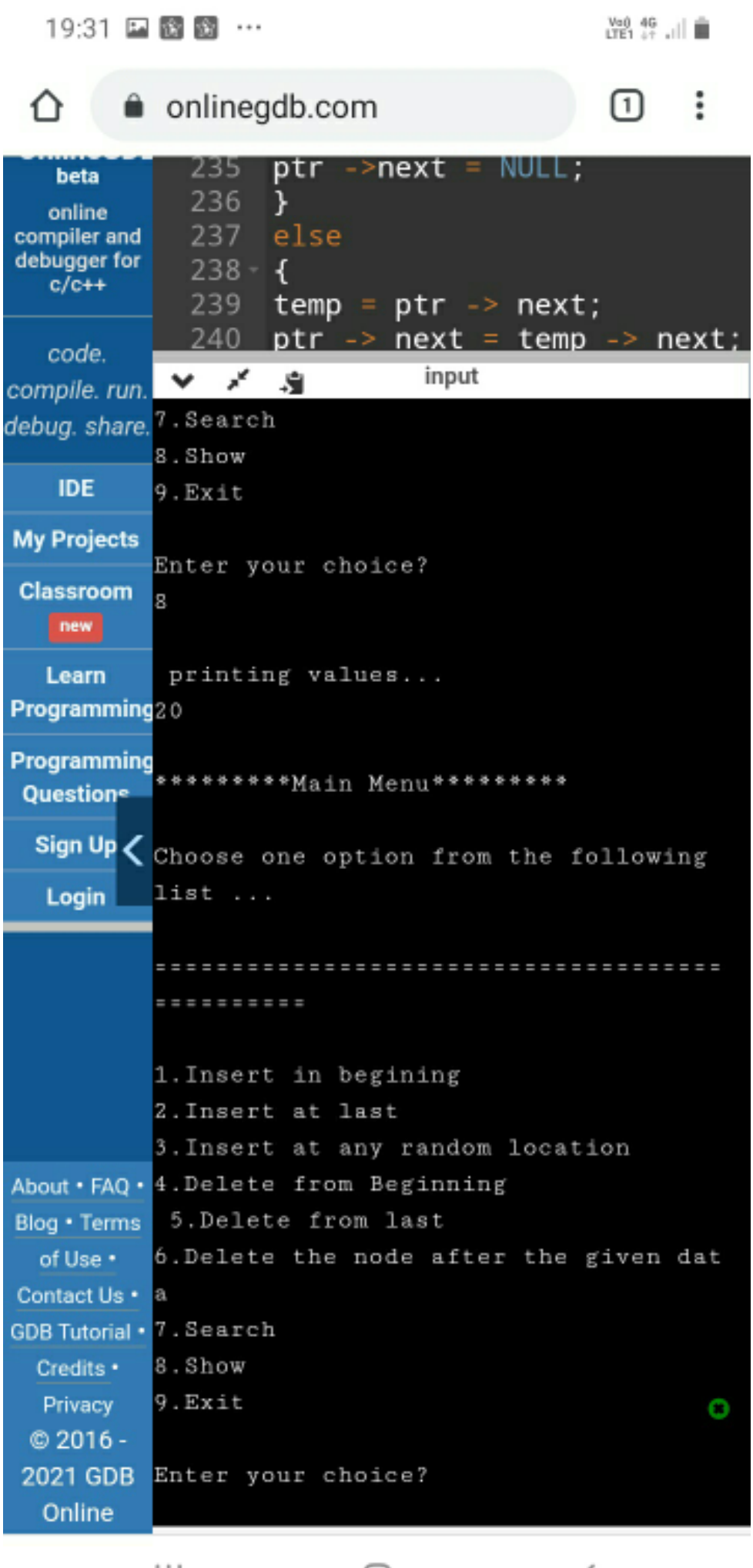
235 ptr ->next = NULL;
236 }
237 else
238 {
239 temp = ptr -> next;
240 ptr -> next = temp -> next;
input
7.Search
8.Show
9.Exit
Enter your choice?
6
Enter the data after which the node is to be deleted : 20
*********Main Menu*********
Choose one option from the following list ...
==========
1.Insert in begining
2.Insert at last
3.Insert at any random location
4.Delete from Beginning
5.Delete from last
6.Delete the node after the given data
7.Search
8.Show
9.Exit
Enter your choice?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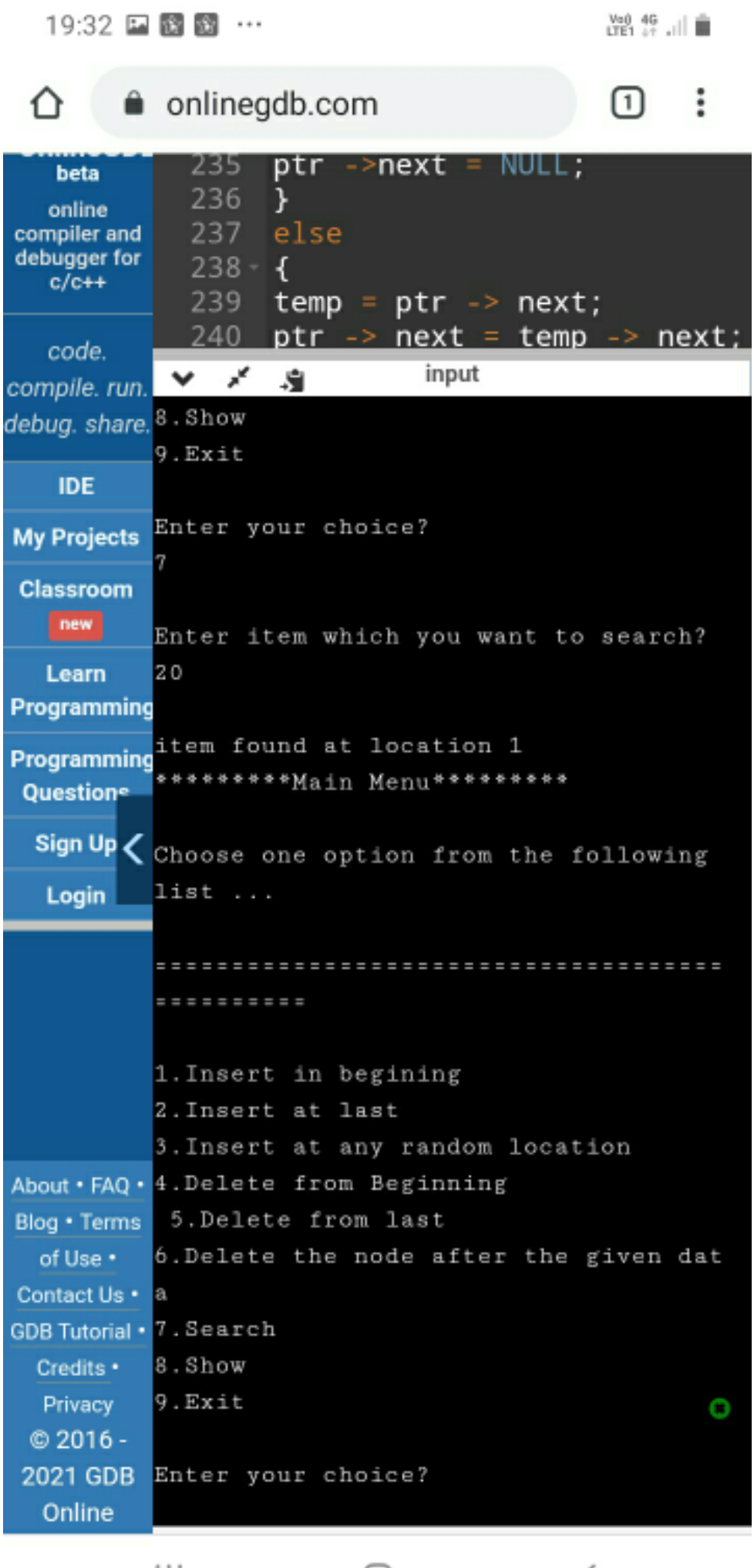
235 ptr ->next = NULL;
236 }
237 else
238 {
239 temp = ptr -> next;
240 ptr -> next = temp -> next;
input
7.Search
8.Show
9.Exit
Enter your choice?
8
printing values...
20
*********Main Menu*********
Choose one option from the following list ...
1.Insert in begining
2.Insert at last
3.Insert at any random location
4.Delete from Beginning
5.Delete from last
6.Delete the node after the given data
7.Search
8.Show
9.Exit
Enter your choice?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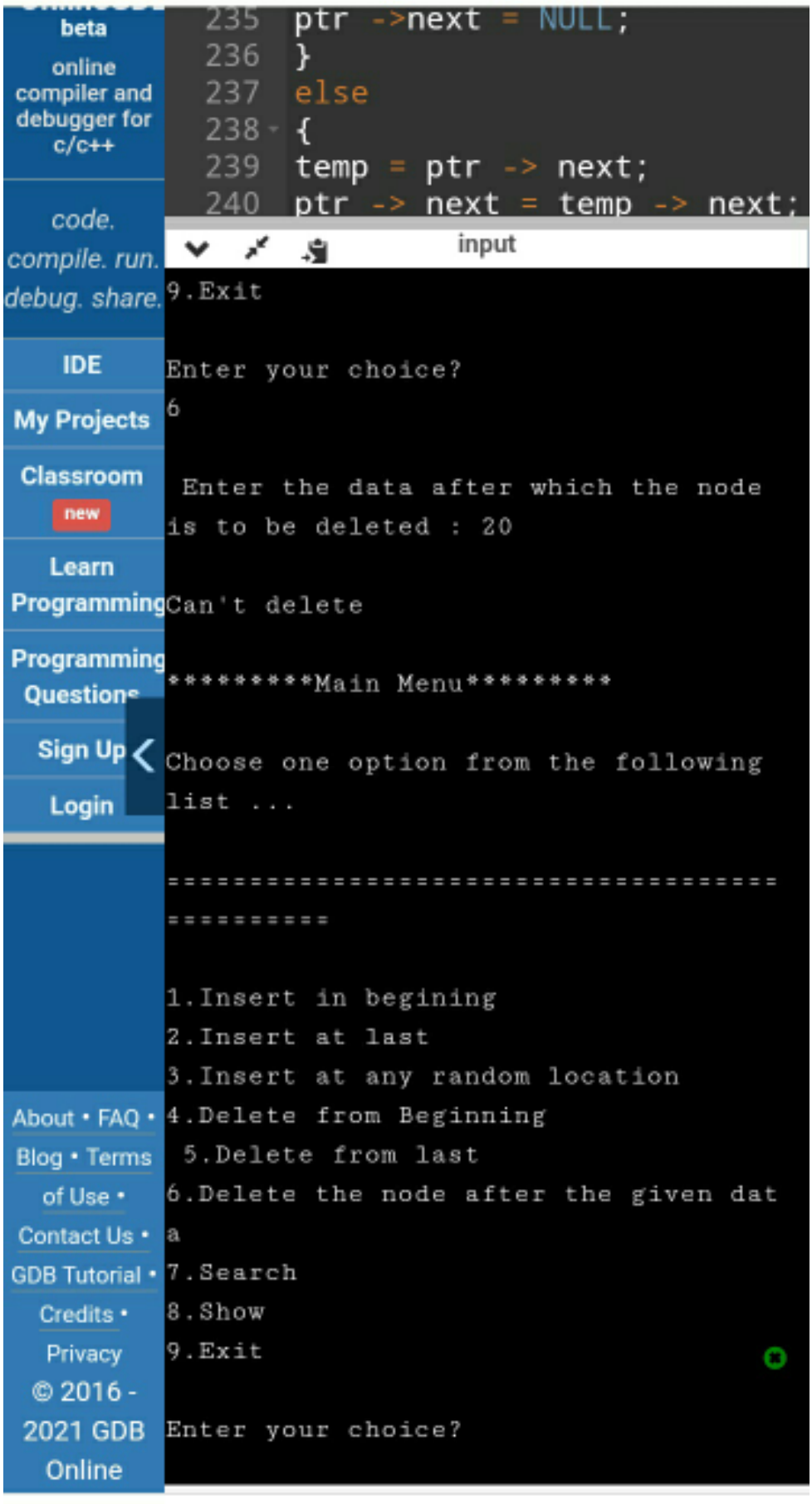
235 ptr ->next = NULL;
236 }
237 else
238 {
239 temp = ptr -> next;
240 ptr -> next = temp -> next;
input
8.Show
9.Exit
Enter your choice?
7
Enter item which you want to search?
20
item found at location 1
*********Main Menu*********
Choose one option from the following list ...
1.Insert in begining
2.Insert at last
3.Insert at any random location
4.Delete from Beginning
5.Delete from last
6.Delete the node after the given data
7.Search
8.Show
9.Exit
Enter your choice?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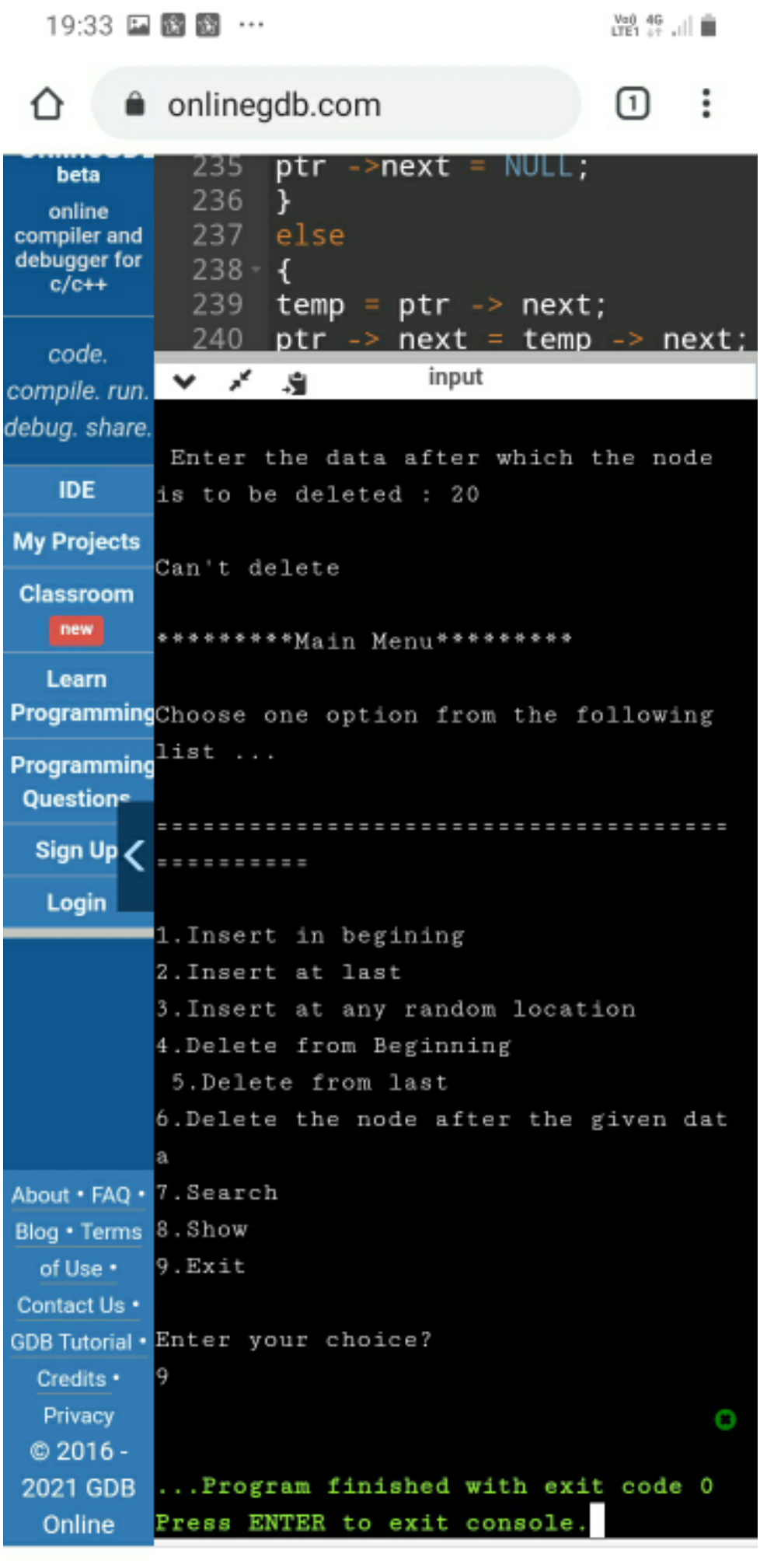
235 ptr ->next = NULL;
236 }
237 else
238 {
239 temp = ptr -> next;
240 ptr -> next = temp -> next;
input
9.Exit
Enter your choice?
6
Enter the data after which the node is to be deleted : 20
Can't delete
*********Main Menu*********
Choose one option from the following list ...
1.Insert in begining
2.Insert at last
3.Insert at any random location
4.Delete from Beginning
5.Delete from last
6.Delete the node after the given data
7.Search
8.Show
9.Exit
Enter your choice?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235 ptr ->next = NULL;
236 }
237 else
238 {
239 temp = ptr -> next;
240 ptr -> next = temp -> next;
input
Enter the data after which the node is to be deleted : 20
Can't delete
*********Main Menu*********
Choose one option from the following list ...
==========
1.Insert in begining
2.Insert at last
3.Insert at any random location
4.Delete from Beginning
5.Delete from last
6.Delete the node after the given data
7.Search
8.Show
9.Exit
Enter your choice?
9
...Program finished with exit code 0
Press ENTER to exit console.