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LAB ASSIGNMENT

(DSA)

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DOUBLY LINKED LIST

```
#include<bits/stdc++.h>

using namespace std;

class node{
public:
    int data;
    node* next;
    node* prev;

    node(int value){
        next=NULL;
        data=value;
        prev=NULL;
    }
};

void insert_at_start(node* &head,int value){

    node* newNode = new node(value);
    if(head==NULL){
        head=newNode;
    }else{
        newNode->next=head;
        head->prev=newNode;
        head=newNode;
    }
}
```



```
}
```

```
void insert_at_end(node* &head,int value){  
    node* newNode = new node(value);  
    if(head==NULL){  
        head=newNode;  
    }else{  
        node* ptr = head;  
        while(ptr->next != NULL){  
            ptr = ptr->next;  
        }  
        ptr->next = newNode;  
        newNode->prev = ptr;  
    }  
}
```

```
void insert_at_index(node* &head,int value,int loc){  
    node* newNode = new node(value);  
    if(head==NULL){  
        head=newNode;  
    }else if(loc == 1 ){  
        newNode->next=head;  
        head->prev=newNode;  
        head=newNode;  
    }  
    else{  
        node* ptr = head;
```



```
int count = 0;

while(ptr != NULL){
    count = count+1;
    if(count == loc){
        (ptr->prev)->next = newNode;
        newNode->prev = ptr->prev;
        newNode->next = ptr;
        ptr->prev = newNode;
        break;
    }
    ptr = ptr->next;
}

}

void print(node* &node){
    while (node != NULL)
    {
        cout<<" "<<node->data;
        node = node->next;
    }
}

int main(){
    node *head = NULL;
    insert_at_start(head,3);
```



```
insert_at_end(head,2);  
insert_at_index(head,4,1);  
  
print(head);  
  
}
```

CIRCULAR DOUBLY LINKED LIST

```
#include<bits/stdc++.h>  
using namespace std;  
  
class node{  
public:  
    int data;  
    node* next;  
    node* prev;  
  
    node(int value){  
        next=NULL;  
        data=value;  
        prev=NULL;  
    }  
};  
  
void insert_at_start(node* &head,node* &tail,int value){
```



```
node* newNode = new node(value);
if(head==NULL){
    head=newNode;
    tail = newNode;
}else{
    newNode->next=head;
    head->prev=newNode;
    head=newNode;
    head->prev=tail;
    tail->next = head;
}
}

void insert_at_end(node* &head,node* &tail,int value){
    node* newNode = new node(value);
    if(head==NULL){
        head=newNode;
        tail=newNode;
    }else{
        tail->next = newNode;
        tail = newNode;
        head->prev = tail;
        tail->next = head;
    }
}

void insert_at_index(node* &head,node* &tail,int value,int loc){
```



```
node* newNode = new node(value);
if(head==NULL){
    head=newNode;
    tail=newNode;
}else if(loc == 1 ){
    newNode->next=head;
    head->prev=newNode;
    head=newNode;
    head->prev=tail;
    tail->next = head;
}
else{
    node* ptr = head;
    int count = 0;

    while(ptr->next != head){
        count = count+1;
        if(count == loc){
            (ptr->prev)->next = newNode;
            newNode->prev = ptr->prev;
            newNode->next = ptr;
            ptr->prev = newNode;
            break;
        }
        ptr = ptr->next;
    }
}
```



```
}
```

```
void print(node* &head){  
    node* ptr = head;  
    while (ptr->next!= head)  
    {  
        cout<<" "<<ptr->data;  
        ptr = ptr->next;  
    }  
    cout<<" "<<ptr->data<<endl;  
}
```

```
int main(){  
    node *head = NULL;  
    node *tail = NULL;  
    insert_at_start(head,tail,3);  
    insert_at_end(head,tail,2);  
    insert_at_index(head,tail,5,1);  
  
    print(head);  
  
}
```