//Write your full code

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#include<stdio.h>

#include<stdlib.h>

struct node

{

int data;

struct node \*next;

struct node \*prev;

}

\*head=NULL;

void append(int data)

{

if(data>0)

{

struct node \*newnode;

newnode=(struct node \*)malloc(sizeof(struct node));

//scanf("%d",&n);

newnode->data=data;

newnode->next=NULL;

newnode->prev=NULL;

if(head==NULL)

{

head=newnode;

}

else

{

struct node \*temp=head;

while(temp->next!=NULL)

temp=temp->next;

temp->next=newnode;

newnode->prev=temp;

}

}

else

{

if(head!=NULL)

{

struct node \*temp=head;

while(temp->next!=NULL)

temp=temp->next;

temp->next=head;

}

}

}

void display()

{

struct node \*temp=head;

while(temp->next!=head)

{

printf("%d ",temp->data);

temp=temp->next;

}

printf("%d",temp->data);

}

int main()

{

int n;

do

{

scanf("%d",&n);

//if(n>0)

append(n);

}

while(n>0);

if(head!=NULL)

display();

return 0;

}