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#include <iostream>
using namespace std;

#define MAX 10

// class representing a node
struct Node {
    int data;
    struct Node *next;
    struct Node *prev;

    Node () {
        next = NULL;
        prev = NULL;
    }
};

// Deque class
class Deque {
    struct Node *head, *tail, *temp;
    int size, front, rear;

public:
    Deque ();
    bool isFull();
    bool isEmpty();
    void pushfront(int);
    void pushrear(int);
    int popfront();
    int poprear();
    void display();
};

Deque::Deque () {
    head = tail = temp = NULL;
    size = 0;
    front = rear = -1;
}

bool Deque::isFull() {
    return ((front + rear == MAX - 1) || (front == MAX - 1) || (rear == MAX - 1));
}

bool Deque::isEmpty() {
    return ((front + rear == -1) || (head == NULL && tail == NULL));
}

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void Deque::pushfront(int x) {
    if (isFull()) {
        cout << "\nDeque is Full. OVERFLOW!!!!";
        return;
    }

    // First node
    if (front == -1) {
        head = new (struct Node);
        head->data = x;
        tail = head;
        front++;
        rear++;
    }

    // Other node
    else {
        temp = new (struct Node);
        temp->data = x;
        temp->prev = tail;
        tail->next = temp;
        tail = temp;
        front++;
    }

    size++;
}

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void Deque::pushrear(int x) {
    if (isFull()) {
        cout << "\nDeque is Full. OVERFLOW!!!!";
        return;
    }

    // First node
    if (front == -1) {
        head = new (struct Node);
        head->data = x;
        tail = head;
        front++;
        rear++;
    }

    // Other node
    else {
        rear++;
        temp = new (struct Node);
        temp->data = x;
        temp->next = head;
        head->prev = temp;
    }
}

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        head = temp;
    }

    size++;
}

int Deque::popfront() {
    int data;

    if (isEmpty()) {
        cout << "\nDeque is empty. UNDERFLOW!!!!";
        return -1;
    }
    data = tail->data;

    // Last node
    if (size == 1) {
        head = tail = NULL;
    }

    // Other node
    else {
        tail = tail->prev;
        tail->next = NULL;
    }

    front--;

    size--;
    return data;
}

int Deque::poprear() {
    int data;

    if (isEmpty()) {
        cout << "\nDeque is empty. UNDERFLOW!!!!";
        return -1;
    }
    data = head->data;

    // Last node
    if (size == 1) {
        head = tail = NULL;
    }

    // Other node
    else {
        head = head->next;

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        head->prev = NULL;
    }

    rear--;

    size--;
    return data;
}

void Deque::display() {
    temp = head;
    cout << '\n';
    while (temp) {
        cout << temp->data << " → ";
        temp = temp->next;
    }
    cout << "\b\b\b\b\b    ";
}

int main() {
    Deque deque;
    int ch;

    while (1) {
        cout << "\n\n1. Insert at front\n"
              << "2. Insert at rear\n"
              << "3. Pop from front\n"
              << "4. Pop from rear\n"
              << "5. Display Deque\n"
              << "6. Exit\n\n"
              << "Choose your option <1-6> : ";
        cin >> ch;

        switch(ch) {
            case 1:
                cout << "Enter the Element: ";
                cin >> ch;
                deque.pushfront(ch);
                break;
            case 2:
                cout << "Enter the Element: ";
                cin >> ch;
                deque.pushrear(ch);
                break;
            case 3:
                cout << "\nPopped element is : " << deque.popfront();
                break;
            case 4:
                cout << "\nPopped element is : " << deque.poprear();

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        break;
    case 5:
        cout << "\nDeque is :\n";
        deque.display();
        break;
    case 6:
        exit(1);
}
```

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}
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}
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