DLLL - Add First

a) if (head == NULL)
{
     head = newnode;
     tail = newnode;
}

① Create node
② Attach.

*head	*prev	data	*next	*tail
500 ~~NULL~~	NULL	50	NULL	500 ~~NULL~~

500

500	*New_node

---

*head	*prev	data	*next	*prev	data	*next	*prev	data	*next	*tail
500 ~~100~~	500 ~~NULL~~	10	200	100	20	300	200	50	NULL	~~300~~

100   100   200   300

Step 3   Step 2   Step 1.

*prev	data	*next
NULL	50	100 ~~NULL~~

500

500	*New_node
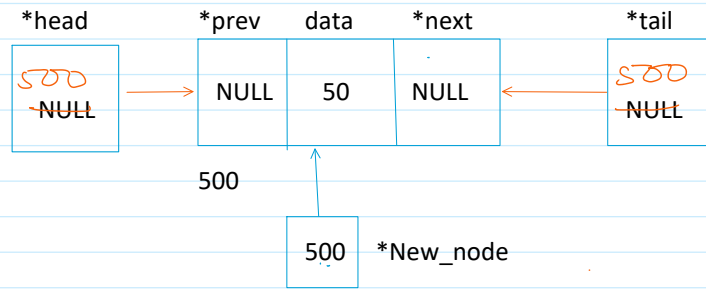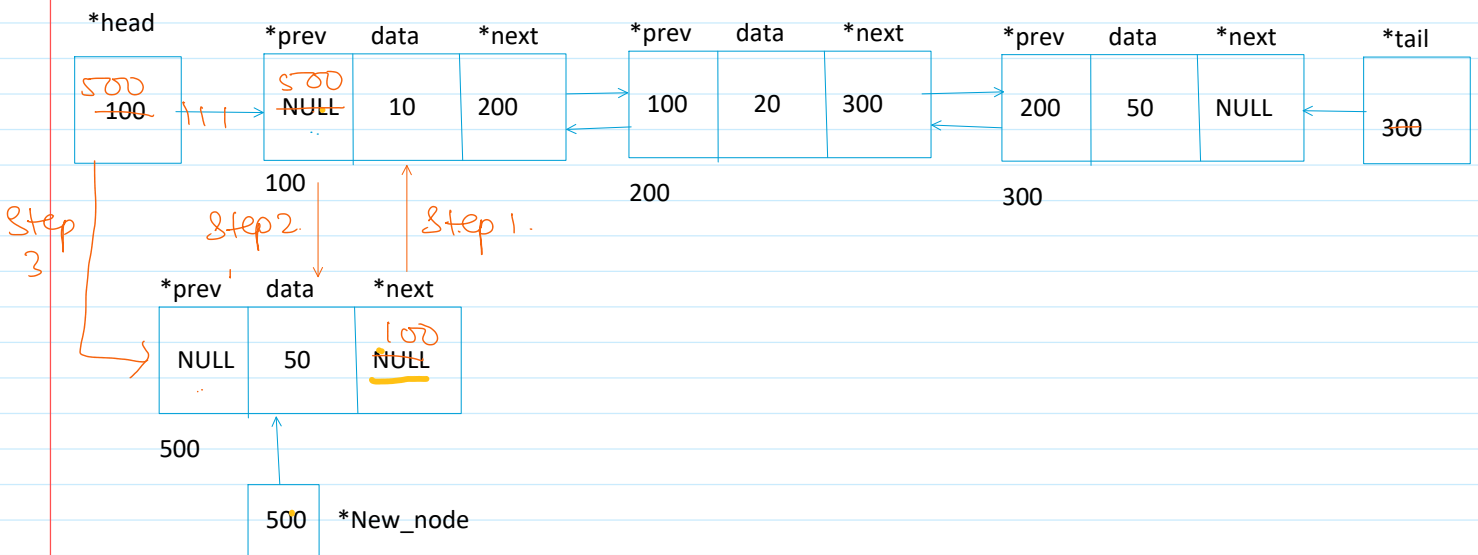
① Attach the newnode to 1st node.
     newnode → next = head;

② Attach the 1st node to newnode.
     head → prev = newnode;

③ update the head pointer to
     point to newnode.
     head = newnode;

Display () → forward.

Struct node *trav = head;

```
while (trav != NULL)
{
    printf("%d", trav->data);
    trav = trav->next;
}
```

Display () → backward.

Struct node *trav = tail;

```
while (trav != NULL)
{
    print
    trav = trav->prev;
}
```