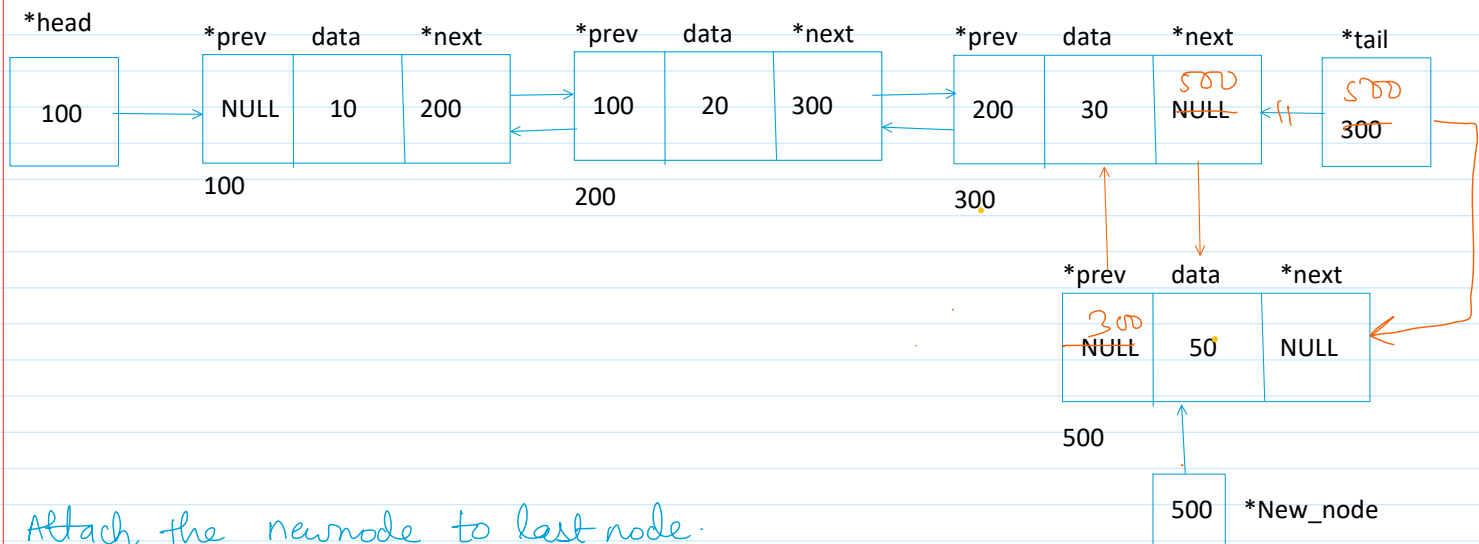
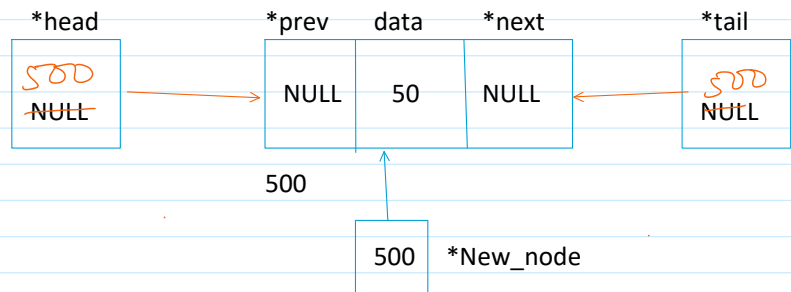


① if (head == NULL)
 {
 head = newnode;
 tail = newnode;
 }



① Attach the newnode to last node.

`newnode → prev = tail;`

② Attach the last node to newnode.

`tail → next = newnode;`

③ update the tail pointer.

`tail = newnode;`