

```

struct node
{
    int data;
    struct node *link;
};

```

```

struct node * XOR (struct node * a, struct node * b)
{
    return (struct node *) ((uintptr_t)(a) ^ (uintptr_t)(b));
}

```

```

void insert_end(int data)
{
    struct node * newnode = new (struct node);
    newnode->data = data;
    newnode->link = NULL;

    if (head == NULL)
    {
        head = newnode;
    }
    else
    {
        struct node * current = head;
        struct node * prev = NULL;
        struct node * x;
        while (current->link != prev)
        {
            x = current;
            current = XOR(current->link, prev);
            prev = x;
        }
        current->link = XOR(current->link, newnode);
        newnode->link = current;
    }
}

```

void insert_beginning (int data)

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{

struct node * newnode = new (struct node);

newnode → data = data;

newnode → link = NULL;

if (head == NULL)

{

head = newnode;

}

else

{

newnode → link = head;

head → link = XOR (head → link, newnode);

head = newnode;

}

}