Bharatiya Vidya Bhavan's



Sardar Patel Institute of Technology

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Batch: CSE A Batch C

Experiment No.:4

Aim: Doubly Linked List application

Problem:

1- Create a doubly Linked List. All possible test cases to be considered

2- Deletion of a given node. All possible test cases to be considered



```
#include <stdio.h>
#include <stdlib.h>
struct Node {
   int data;
    struct Node* next;
    struct Node* prev;
};
struct Node* head = NULL;
struct Node* createNode(int data) {
    struct Node* newNode = (struct Node*)malloc(sizeof(struct Node));
    newNode->data = data;
    newNode->next = NULL;
    newNode->prev = NULL;
    return newNode;
}
int getLength() {
    struct Node* temp = head;
    int length = 0;
    while (temp != NULL) {
        length++;
        temp = temp->next;
    return length;
void insertAtHead(int data) {
    struct Node* newNode = createNode(data);
    if (head == NULL) {
       head = newNode;
    newNode->next = head;
    head->prev = newNode;
    head = newNode;
}
void insertAtTail(int data) {
    struct Node* newNode = createNode(data);
    if (head == NULL) {
        head = newNode;
```



```
struct Node* temp = head;
    while (temp->next != NULL) {
        temp = temp->next;
    temp->next = newNode;
    newNode->prev = temp;
}
void insertAtPosition(int data, int position) {
    if (position < 1 || position > getLength() + 1) {
        printf("Invalid position\n");
    if (position == 1) {
        insertAtHead(data);
    struct Node* newNode = createNode(data);
    struct Node* temp = head;
    for (int i = 1; i < position - 1; i++) {</pre>
        temp = temp->next;
    if (temp == NULL || temp->next == NULL) {
        insertAtTail(data);
    } else {
        newNode->next = temp->next;
        newNode->prev = temp;
        temp->next->prev = newNode;
        temp->next = newNode;
}
void deleteHead() {
    if (head == NULL) {
        printf("List is empty\n");
    struct Node* temp = head;
    head = head->next;
    if (head != NULL) head->prev = NULL;
    free(temp);
void deleteTail() {
    if (head == NULL) {
        printf("empty list\n");
```



```
return;
    struct Node* temp = head;
    if (head->next == NULL) {
       free(head);
        head = NULL;
    while (temp->next != NULL) {
        temp = temp->next;
    temp->prev->next = NULL;
    free(temp);
}
void deleteAtPosition(int position) {
    if (head == NULL || position < 1 || position > getLength()) {
        printf("wrong pos or emtpy list\n");
    if (position == 1) {
        deleteHead();
    struct Node* temp = head;
    for (int i = 1; i < position; i++) {</pre>
        temp = temp->next;
    if (temp->prev != NULL) temp->prev->next = temp->next;
    if (temp->next != NULL) temp->next->prev = temp->prev;
    free(temp);
}
void displayForward() {
    struct Node* temp = head;
    if (head == NULL) {
        printf("empty list\n");
       return;
    while (temp != NULL) {
        printf("%d ", temp->data);
        temp = temp->next;
    printf("\n");
}
void displayBackward() {
```



```
if (head == NULL) {
        printf("empty list\n");
    struct Node* temp = head;
    while (temp->next != NULL) {
        temp = temp->next;
    while (temp != NULL) {
        printf("%d ", temp->data);
        temp = temp->prev;
    printf("\n");
int main() {
    deleteHead();
    deleteTail();
    deleteAtPosition(1);
    insertAtHead(10);
    displayForward();
    insertAtHead(5);
    displayForward();
    insertAtTail(20);
    displayForward();
    insertAtPosition(15, 3);
    displayForward();
    insertAtPosition(25, 6);
    insertAtPosition(25, 5);
    displayForward();
    deleteHead();
    displayForward();
    deleteTail();
    displayForward();
    deleteAtPosition(2);
    displayForward();
```



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```
deleteAtPosition(5);

displayForward();
displayBackward();

return 0;
}
```

OUTPUT: