

```

88     else
89     {
90         temp->prev->next=temp->next;
91         temp->next->prev=temp->prev;
92     }
93 }
94 void display()
95 {
96     struct node *ptr;
97     ptr=head;
98     while(ptr!=NULL)
99     {
100         printf("%d\t",ptr->data);
101         ptr=ptr->next;
102     }
103     printf("\n");
104 }
105
106 int main()
107 {
108     int choice;
109
110     while(1)
111     {
112         printf(" 1. Insert at the left \n");
113         printf(" 2. Insert at the right \n");
114         printf(" 3. Delete \n");

```

```

❏ clang-7 -pthread -lm -o main main.c
❏ ./main
1. Insert at the left
2. Insert at the right
3. Delete
4. Display
5. Exit
Enter your choice
1
Enter the item
4
1. Insert at the left
2. Insert at the right
3. Delete
4. Display
5. Exit
Enter your choice
1
Enter the item
3
1. Insert at the left
2. Insert at the right
3. Delete
4. Display
5. Exit
Enter your choice
1
Enter the item
2
1. Insert at the left

```

```

88     else
89     {
90         temp->prev->next=temp->next;
91         temp->next->prev=temp->prev;
92     }
93 }
94 void display()
95 {
96     struct node *ptr;
97     ptr=head;
98     while(ptr!=NULL)
99     {
100         printf("%d\t",ptr->data);
101         ptr=ptr->next;
102     }
103     printf("\n");
104 }
105
106 int main()
107 {
108     int choice;
109
110     while(1)
111     {
112         printf(" 1. Insert at the left \n");
113         printf(" 2. Insert at the right \n");
114         printf(" 3. Delete \n");

```

```

Enter the item
2
1. Insert at the left
2. Insert at the right
3. Delete
4. Display
5. Exit
Enter your choice
1
Enter the item
1
1. Insert at the left
2. Insert at the right
3. Delete
4. Display
5. Exit
Enter your choice
4
1 2 3 4
1. Insert at the left
2. Insert at the right
3. Delete
4. Display
5. Exit
Enter your choice
3
Enter the element to be deleted
4
1. Insert at the left
2. Insert at the right

```

```

88     else
89     {
90         temp->prev->next=temp->next;
91         temp->next->prev=temp->prev;
92     }
93 }
94 void display()
95 {
96     struct node *ptr;
97     ptr=head;
98     while(ptr!=NULL)
99     {
100         printf("%d\t",ptr->data);
101         ptr=ptr->next;
102     }
103     printf("\n");
104 }
105
106
107 int main()
108 {
109     int choice;
110
111     while(1)
112     {
113         printf(" 1. Insert at the left \n");
114         printf(" 2. Insert at the right \n");
115         printf(" 3. Delete \n");

```

```

1. Insert at the left
2. Insert at the right
3. Delete
4. Display
5. Exit
Enter your choice
4
1 2 3
1. Insert at the left
2. Insert at the right
3. Delete
4. Display
5. Exit
Enter your choice
3
Enter the element to be deleted
3
1. Insert at the left
2. Insert at the right
3. Delete
4. Display
5. Exit
Enter your choice
4
1 2
1. Insert at the left
2. Insert at the right
3. Delete
4. Display
5. Exit

```

```

88     else
89     {
90         temp->prev->next=temp->next;
91         temp->next->prev=temp->prev;
92     }
93 }
94 void display()
95 {
96     struct node *ptr;
97     ptr=head;
98     while(ptr!=NULL)
99     {
100         printf("%d\t",ptr->data);
101         ptr=ptr->next;
102     }
103     printf("\n");
104 }
105
106
107 int main()
108 {
109     int choice;
110
111     while(1)
112     {
113         printf(" 1. Insert at the left \n");
114         printf(" 2. Insert at the right \n");
115         printf(" 3. Delete \n");

```

```

Enter your choice
3
Enter the element to be deleted
2
1. Insert at the left
2. Insert at the right
3. Delete
4. Display
5. Exit
Enter your choice
4
1
1. Insert at the left
2. Insert at the right
3. Delete
4. Display
5. Exit
Enter your choice
3
Enter the element to be deleted
1
1. Insert at the left
2. Insert at the right
3. Delete
4. Display
5. Exit
Enter your choice
4
1. Insert at the left

```