```
struct node
9 int data;
   struct node
                  * next
                                 browne Tremel 1 34 mg
   struct node
                 a prev,
                                     2 - 1 x 20 c - 9 0 = 901
void meen left
  struct node * new-node;
                                      " qual" abov. my
  new-node = (struct node 1) malloc (size of (erruct node));
   printf (" Enter the Trem: In");
   scant (" Tod", & new node -> data);
   new mode -> next = NULL;
   ner-node -> prev = NULL; ( DINO ( - que) " bold " )
   if Chead = = NULL)
  { head = new_node; }
   & new_node -> next= head;
      head -> porev = new - node
   } head = new-node;
rold on player
    struct node *ptr;
     ptr : head;
     while ( Homp! = NULL)
    & point (" old 1th, ptr -> dates);
       plr = ptr -, nextr; }
    print (" In");
```

```
Derek Stanley Kannath
void delc)
                                              IRMIACEONE
 strud node *l'emp;
  Intigele; ment ment millore (" more la met) short and
  of chead = = NULL)
      print (" List is Empty. In");
      return }
  point [ " Enter the element to be deleted in");
  scarf ( " ofod", & ele);
  temp = head;
                               s , ohow work a host
  while ( temp -> data! = ele)
 { temp = temp -> next
                           · (11111 - 1 1XVI C- 41101) 3/1/10
     if (temp = = NULL)
     & print c" trement is not in the 1181-11");
                             prist = vard on show well
  if ( temp == head)
  } head = head -> next; }
  else if C temp-7 next == NULL)
    temp = lemp -> prev;
     temp -> next = NULL;
  else
     temp -> prev -> next' = l'emp -> next';
     temp - next-) prev = lemp -> prev;
  3
```

```
Derek stanley Kanay
void meent and ()
                                              IBNIACIBY
  struct node * new-node, * l'emp;
   new-node = (struct node +) mailor (rizeof cerruct node);
   printf (" thie the element: In");
   scanfe" Tod", A new_node -> data);
   new-node - next = NULL ;
   new-node - prev = NULL;
   if (head == NULL)
    { head = HeW-node; }
   elsi
   } temp = head;
      while ( l'emp -) next-! = NULL).
       temp = temp > next;
      temp->next= new-node;
      new-node -> prev = temp;
```

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be was - been - 1000 - been

Derel