

# Doubly Linked List

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```
struct node
{
    int data;
    struct node *next;
    struct node *prev;
};
```

void insert<sup>left</sup>(~~begin~~ c)

```
{
    struct node *new_node;
    new_node = (struct node *) malloc (sizeof (struct node));
    printf ("Enter the item:\n");
    scanf ("%d", &new_node->data);
    new_node->next = NULL;
    new_node->prev = NULL;
    if (head == NULL)
    {
        head = new_node;
    }
    else
    {
        new_node->next = head;
        head->prev = new_node;
        head = new_node;
    }
}
```

void display()

```
{
    struct node *ptr;
    ptr = head;
    while (ptr != NULL)
    {
        printf ("%d\t", ptr->data);
        ptr = ptr->next;
    }
    printf ("\n");
}
```

void delc()

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```
{ struct node *temp;
```

```
int ele;
```

```
if (head == NULL)
```

```
{ printf("List is Empty.\n");
```

```
return; }
```

```
printf("Enter the element to be deleted\n");
```

```
scanf("%d", &ele);
```

```
temp = head;
```

```
while (temp -> data != ele)
```

```
{ temp = temp -> next;
```

```
if (temp == NULL)
```

```
{ printf("Element is not in the list.\n");
```

```
break;
```

```
}
```

```
}
```

```
if (temp == head)
```

```
{ head = head -> next; }
```

```
else if (temp -> next == NULL)
```

```
{ temp = temp -> prev;
```

```
temp -> next = NULL;
```

```
}
```

```
else
```

```
{ temp -> prev -> next = temp -> next;
```

```
temp -> next -> prev = temp -> prev;
```

```
}
```

```
}
```



void insert<sup>right</sup> ( )

```
{ struct node *new-node, *temp;
new-node = (struct node *) malloc (sizeof (struct node));
printf ("Enter the element: \n");
scanf ("%d", &new-node->data);
new-node->next = NULL;
new-node->prev = NULL;
if (head == NULL)
{ head = new-node; }
else
{ temp = head;
while (temp->next != NULL)
temp = temp->next;
temp->next = new-node;
new-node->prev = temp;
}
}
```