05 December 2025 14:34

add_at_pos(int pos);

If List is empty

If (pos == 1)
add_first();
else
printf(Invalid);

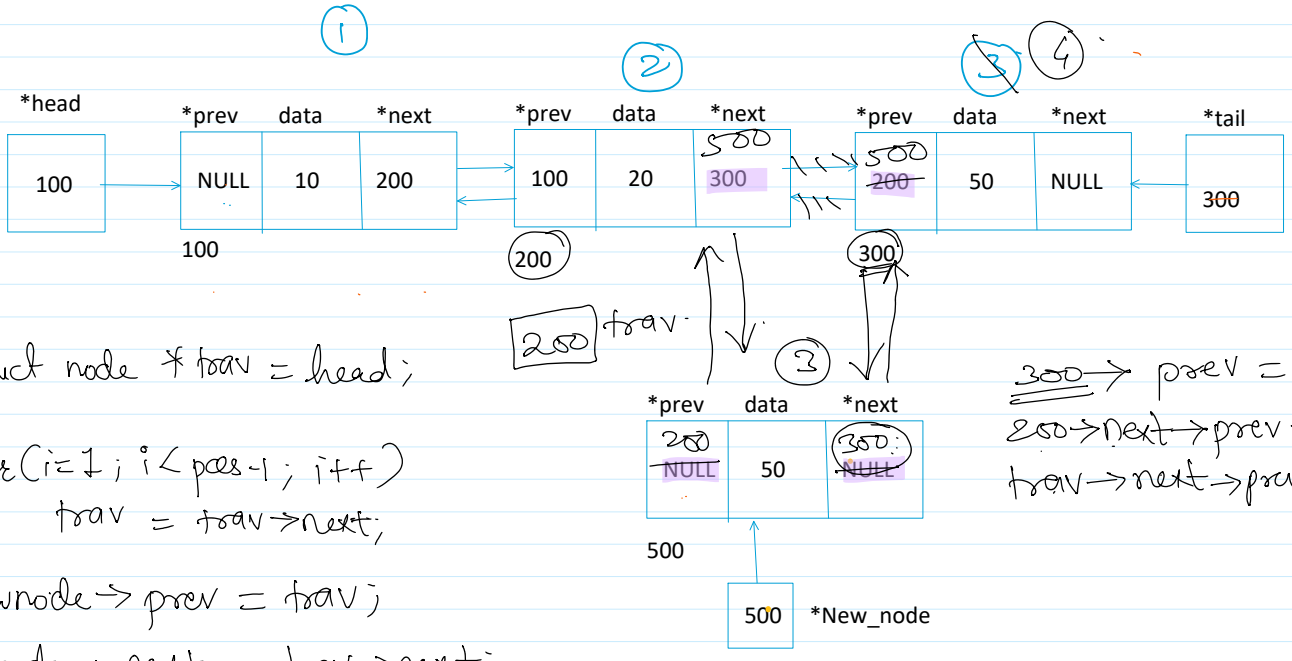
If pos == 1
add_first()

If pos == count+1
add_last()

If pos < 1 or pos > count+1 printf("Invalid");

---

pos = 3



(1) struct node *trav = head;

for(i=1; i<pos-1; i++)
trav = trav->next;

(2) newnode->prev = trav;

(3) newnode->next = trav->next;

(4) trav->next->prev = newnode;

(5) trav->next = newnode;

300 -> prev = 500;
200->next->prev = nn;
trav->next->prev = nn;