```
#include<iostream>
                                // add and delete end
#include<conio.h>
using namespace std;
struct dnode
{int x;
dnode *r;
dnode *L;
};
void insert_dnode_end(dnode **p)
{if(*p==NULL)
{*p=new dnode();
if(*p==NULL)
{cout<<"no space\n";
getch();
return;
cout<<"enter the value:\n";</pre>
cin>>(*p)->x;
(*p)->L=NULL;
(*p)->r=NULL;
else
{dnode *T=*p;
dnode *T2;
while(T->r!=NULL)
       T=T->r;
T2=new(dnode);
if(T2==NULL)
{cout<<"no space:\n";</pre>
getch();
       return;
cout<<"enter the value:\n";</pre>
cin>>T2->x;
T2->L=T;
T2->r=NULL;
T->r=T2;
}
void de_dnode_end(dnode **p)
{if(*p==NULL)
{cout<<"double node! is empity\n";</pre>
getch();
return;
dnode *T=*p;
(*p)=(*p)->r;
cout<<"the deleted value is:"<<T->x<<endl;</pre>
delete T;
void print_dnode_end(dnode **p)
\{if((*p)->r==NULL)\}
{cout<<"double node is empity!\n";</pre>
getch();
return; }
dnode *T=*p;
while(T!=NULL)
{cout<<T->x<<endl;
```

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T=T->r;
}
}
void main()
{ int x;
       dnode *p=NULL;
       cout<<"\t\t\t('-') Welcome to double linked list ('-')\n";</pre>
do
{cout<<"press 1 to enter data:\n";</pre>
cout<<"press 2 to delete data:\n";</pre>
cout<<"press 3 to print datas:\n";</pre>
cout<<"Please choose a number:\n";</pre>
cin>>x;
switch(x)
{case 1:insert_dnode_end(&p);break;
case 2:de_dnode_end(&p);break;
case 3:print_dnode_end(&p);break;
default:cout<<"please enter your choice correctly!\n";</pre>
}
cout<<"to exit press 0:\n";</pre>
cin>>x;
}while(x!=0);
getch();
```