## CODE:

```
#include<stdio.h>
#include<stdlib.h>
#include<process.h>
struct node
{
      int info;
      struct node *Ilink;
      struct node *rlink;
      };
typedef struct node *NODE;
NODE getnode()
{
     NODE x;
     x=(NODE)malloc(sizeof(struct node));
     if(x==NULL)
     {
           printf("mem full\n");
           exit(0);
           }
```

```
return x;
     }
void freenode(NODE x)
{
     free(x);
}
NODE dinsert_front(int item, NODE head)
NODE temp, cur;
temp=getnode();
temp->info=item;
cur=head->rlink;
head->rlink=temp;
temp->llink=head;
temp->rlink=cur;
cur->llink=temp;
return head;
}
NODE dinsert_rear(int item, NODE head)
{
```

```
NODE temp, cur;
temp=getnode();
temp->info=item;
cur=head->llink;
head->llink=temp;
temp->rlink=head;
temp->llink=cur;
cur->rlink=temp;
return head;
NODE ddelete_front(NODE head)
NODE cur, next;
if(head->rlink==head)
{
printf("dq empty\n");
return head;
}
cur=head->rlink;
next=cur->rlink;
```

```
head->rlink=next;
next->llink=head;
printf("the node deleted is %d",cur->info);
freenode(cur);
return head;
NODE ddelete_rear(NODE head)
NODE cur, prev;
if(head->rlink==head)
{
printf("dq empty\n");
return head;
}
cur=head->llink;
prev=cur->llink;
head->llink=prev;
prev->rlink=head;
printf("the node deleted is %d",cur->info);
freenode(cur);
```

```
return head;
}
void display(NODE head)
{
NODE temp;
if(head->rlink==head)
{
printf("dq empty\n");
return;
}
printf("contents of dq\n");
temp=head->rlink;
while(temp!=head)
{
printf("%d\n",temp->info);
temp=temp->rlink;
}
printf("\n");
void main()
```

```
{
NODE head, last;
int item, choice;
head=getnode();
head->rlink=head;
head->llink=head;
for(;;)
{
     printf("\n1:insert front\n2:insert rear\n3:delete front\n4:delete
rear\n5:display\n6:exit\n");
     printf("enter the choice\n");
     scanf("%d",&choice);
     switch(choice)
     {
           case 1: printf("enter the item at front end\n");
                scanf("%d",&item);
                last=dinsert_front(item,head);
                 break;
           case 2: printf("enter the item at rear end\n");
                 scanf("%d",&item);
```

```
last=dinsert_rear(item,head);
    break;

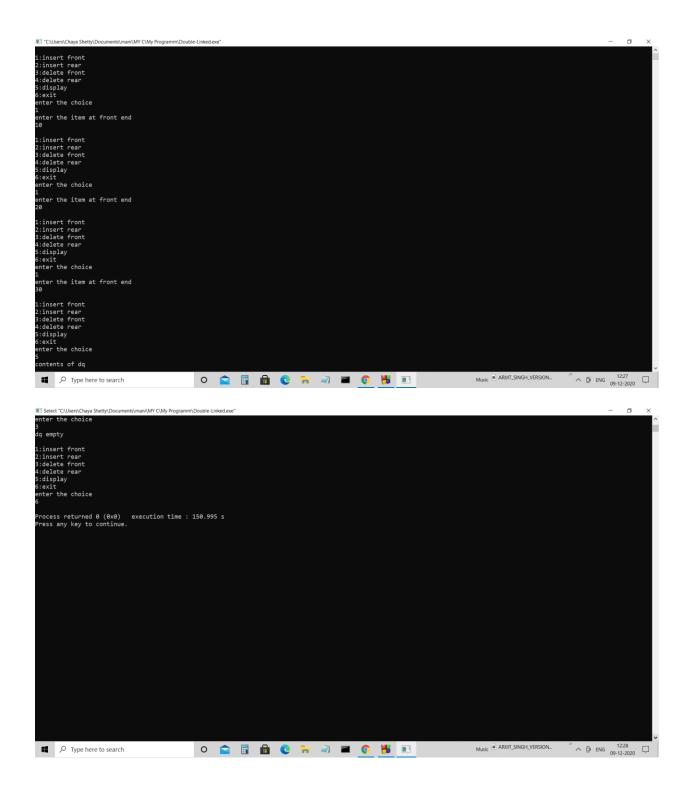
case 3:last=ddelete_front(head);
    break;

case 4: last=ddelete_rear(head);
    break;

case 5: display(head);
    break;

default:exit(0);
}
```

## **OUTPUT:**



## **CODE:**

```
#include<stdio.h>
#include<stdlib.h>
#include<process.h>
struct node
{
 int info;
struct node *rlink;
 struct node *Ilink;
};
typedef struct node *NODE;
NODE getnode()
{
NODE x;
x=(NODE)malloc(sizeof(struct node));
if(x==NULL)
{
 printf("mem full\n");
 exit(0);
}
```

```
return x;
}
void freenode(NODE x)
{
free(x);
}
NODE insert_rear(NODE head,int item)
NODE temp, cur;
temp=getnode();
temp->rlink=NULL;
temp->llink=NULL;
temp->info=item;
cur=head->llink;
temp->llink=cur;
cur->rlink=temp;
head->llink=temp;
temp->rlink=head;
head->info=head->info+1;
return head;
```

```
}
NODE insert_leftpos(int item,NODE head)
NODE temp, cur, prev;
if(head->rlink==head)
{
printf("list empty\n");
return head;
}
cur=head->rlink;
while(cur!=head)
if(item==cur->info)break;
cur=cur->rlink;
}
if(cur==head)
printf("key not found\n");
return head;
}
```

```
prev=cur->llink;
printf("enter towards left of %d=",item);
temp=getnode();
scanf("%d",&temp->info);
prev->rlink=temp;
temp->llink=prev;
cur->llink=temp;
temp->rlink=cur;
return head;
NODE insert_righttpos(int item, NODE head)
NODE temp, cur, prev;
if(head->rlink==head)
{
printf("list empty\n");
return head;
}
cur=head->rlink;
while(cur!=head)
```

```
{
if(item==cur->info)break;
cur=cur->rlink;
}
if(cur==head)
{
printf("key not found\n");
return head;
}
prev=cur->rlink;
printf("enter towards left of %d=",item);
temp=getnode();
scanf("%d",&temp->info);
prev->llink=temp;
temp->llink=cur;
cur->rlink=temp;
temp->rlink=prev;
return head;
NODE delete_all_key(int item,NODE head)
```

```
{
NODE prev,cur,next;
int count;
 if(head->rlink==head)
 {
  printf("LE");
  return head;
  }
count=0;
cur=head->rlink;
while(cur!=head)
 if(item!=cur->info)
cur=cur->rlink;
 else
 count++;
 prev=cur->llink;
 next=cur->rlink;
 prev->rlink=next;
```

```
next->llink=prev;
freenode(cur);
 cur=next;
}
if(count==0)
 printf("key not found");
else
 printf("key found at %d positions and are deleted\n", count);
return head;
}
void Search_info(int item,NODE head){
NODE cur;
if(head->rlink==head)
{
printf("list empty\n");
}
cur=head->rlink;
while(cur!=head)
```

```
if(item==cur->info)
  printf("Search Successfull\n");
  break;
}
cur=cur->rlink;
if(cur==head)
printf("Info not found\n");
}
}
void display(NODE head)
{
NODE temp;
if(head->rlink==head)
{
printf("list empty\n");
return;
```

```
}
for(temp=head->rlink;temp!=head;temp=temp->rlink)
printf("%d\n",temp->info);
}
void main()
{
int item, choice, key;
NODE head;
head=getnode();
head->rlink=head;
head->llink=head;
for(;;)
{
printf("\n1.insert rear\n2.insert key left\n3.insert key right\n4.delet
e_duplicates\n5.Searh_info\n6.display\n7.exit\n");
printf("enter the choice\n");
scanf("%d",&choice);
switch(choice)
{
 case 1:printf("enter the item\n");
```

```
scanf("%d",&item);
          head=insert rear(head,item);
          break;
case 2:printf("enter the key item\n");
          scanf("%d",&item);
          head=insert leftpos(item,head);
case 3:printf("enter the key item\n");
          scanf("%d",&item);
          head=insert righttpos(item,head);
case 4:printf("enter the key item\n");
          scanf("%d",&item);
          head=delete all key(item,head);
          break;
case 5:printf("enter the key item\n");
          scanf("%d",&item);
          Search info(item, head);
          break;
case 6:display(head);
          break;
default:exit(0);
```

```
break;
```

## **OUTPUT:**

