

GROUP MEMBERS

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Def_init(self,value link = link)

Self.value = value

Self.link =link

Next is the option going forward

Def_next(self,value)

Next.Node = Node(value)

If self.firstNode != none

nextNode.link = self.nextNode

self.nextNode = nextNode

else

self.nextNode = nextNode

prev is the option going backward

```
def_prev(self,value)
```

```
prevNode = Node(value)
```

```
if self.lastNode!= none
```

```
prevNode.link = self.nextNode
```

```
self.prevNode = prevNode
```

```
else
```

```
self.prevNode = prevNode
```

Repeat

```
def_repeat(self,value)
```

```
repeatNode = Node(value)
```

```
if self.firstNode == none
```

```
repeatNode.link = selfrepeatNode
```

```
self repeatNode = repeatNode
```

```
else
```

```
self.repeatNode = NextNode
```

Add and remove

```
def_insertAtbeginning(self,value)
```

```
newNode = Node(value)
```

```
if self.firstNode!= none
```

```
newNode.link = self.firstNode
```

```
self.firstNode = newNode
```

```
else
```

```
self.firstNode =newNode
```

```
def_insertAtend(self,value)
```

```
newNode = Node(value)
```

```
if self.firstNode!= none
```

```
newNode.link = self.firstNode
```

```
self.firstNode = newNode  
else  
self.firstNode =newNode
```

Delete the tracks from the list

```
def _delete(self,value)  
if self.firstNode == none  
print("list is empty")  
return  
if self.firstNode == Value  
temp = self.firstNode  
self.firstNode = temp.linkk  
temp = Node  
return  
current = self.firstNode  
while current.link!= none  
if current.link value == value  
temp = current.link  
current.link =temp.link  
return  
current = current.link  
print("Element is not good")
```

Searching

```
Def _search(self,value)  
searchNode = Node(value)  
if self.firstNode == Node(value)  
searchNode.link = self.firstNode  
self.firstNode = searchNode  
else  
self.firstNode = searchNode
```

