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//Doubly Linked List

# include <stdio.h>
# include <conio.h>

struct emp
{
    int code;
    char name[10];
    struct emp *next, *prev;
};

typedef struct emp empl;

empl *start;

void main()
{
    int choice;
    void insert_first();
    void insert_last();
    void insert_specific();
    void delete_first();
    void delete_last();
    void delete_specific_value();
    void delete_specific_nodeno();
    void display();
    void search();
    void sort();

    do
    {
        clrscr();

        printf("\n\t1. Insert First");
        printf("\n\t2. Insert Last");
        printf("\n\t3. Insert Specific");
        printf("\n\t4. Delete First");
        printf("\n\t5. Delete Last");
        printf("\n\t6. Delete Specific by Value");
        printf("\n\t7. Delete Specific by Node No");
        printf("\n\t8. Display");
        printf("\n\t9. Search");
        printf("\n\t10. Sort");
        printf("\n\t0. Exit");

        printf("\n\tEnter your choice : ");
        scanf("%d",&choice);

        switch(choice)
        {
            case 1:
                insert_first();
                break;
            case 2:
                insert_last();
                break;
            case 3:
                insert_specific();
                break;

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        case 4:
            delete_first();
            break;
        case 5:
            delete_last();
            break;
        case 6:
            delete_specific_value();
            break;
        case 7:
            delete_specific_nodeno();
            break;
        case 8:
            display();
            break;
        case 9:
            search();
            break;
        case 10:
            sort();
            break;
        case 0:
            printf("\n\tEnd of the program");
            break;
        default:
            printf("\n\tInvalid Choice");
            break;
    }
    getch();
}
while(choice != 0);
}

void insert_first()
{
    struct emp *newnode;
    if(start == NULL)
    {
        start = (struct emp *) malloc(sizeof(struct emp));
        start->next = NULL;
        start->prev = NULL;
        newnode = start;
    }
    else
    {
        newnode = (struct emp *) malloc(sizeof(struct emp));
        newnode->next = start;
        newnode->prev = NULL; //newnode->prev = start->prev;
        start->prev = newnode;
        start = newnode;
    }

    printf("\n\tEnter Emp. Code = ");
    scanf("%d", &newnode->code);

    printf("\n\tEnter Emp. Name = ");
    fflush(stdin);
    gets(newnode->name);
}

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void insert_last()
{
    struct emp *newnode, *temp;
    if(start == NULL)
    {
        start = (struct emp *) malloc(sizeof(struct emp));
        start->next = NULL;
        start->prev = NULL;
        newnode = start;
    }
    else
    {
        temp = start;
        while(temp->next != NULL)
        {
            temp = temp->next;
        }
        newnode = (struct emp *) malloc(sizeof(struct emp));
        newnode->next = NULL; //newnode->next = temp->next;
        newnode->prev = temp;
        temp->next = newnode;
    }

    printf("\n\tEnter Emp. Code = ");
    scanf("%d", &newnode->code);

    printf("\n\tEnter Emp. Name = ");
    fflush(stdin);
    gets(newnode->name);
}

void insert_specific()
{
    struct emp *newnode, *temp;
    int a, nodeno, count=0;

    if(start == NULL)
    {
        insert_first();
    }
    else
    {
        temp = start;
        while(temp != NULL)
        {
            temp = temp->next;
            count++;
        }

        do
        {
            printf("\n\tEnter node no between 1 to %d = ", count+1);
            scanf("%d", &nodeno);
        }
        while(nodeno < 1 || nodeno > count+1);

        if(nodeno == 1)
            insert_first();
        else if(nodeno == count+1)
            insert_last();
    }
}

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else
{
    temp = start;
    a=1;
    while(a < nodeno-1)
    {
        a++;
        temp = temp->next;
    }

    newnode = (struct emp *) malloc(sizeof(struct emp));
    newnode->next = temp->next;
    newnode->prev = temp;

    temp->next->prev = newnode;
    temp->next = newnode;

    printf("\n\tEnter Emp. Code = ");
    scanf("%d",&newnode->code);

    printf("\n\tEnter Emp. Name = ");
    fflush(stdin);
    gets(newnode->name);
}
}

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void delete_first()
{
    struct emp *deletenode;

    if(start == NULL)
    {
        printf("\n\tDoubly Linked List is Empty");
    }
    else
    {
        deletenode = start;

        if(start->next != NULL)
            start->next->prev = start->prev;

        start = start->next;

        printf("\n\tDelete Node Information : ");
        printf("\n\tEmp. Code = %d",deletenode->code);
        printf("\n\tEmp. Name = %s",deletenode->name);

        free(deletenode);
    }
}

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void delete_last()
{
    struct emp *deletenode, *temp;

    if(start == NULL)
    {
        printf("\n\tDoubly Linked List is Empty");
    }
}

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else
{
    if(start->next == NULL)
    {
        deletenode = start;
        start = start->next;
    }
    else
    {
        temp = start;
        while(temp->next->next != NULL)
        {
            temp = temp->next;
        }
        deletenode = temp->next;
        temp->next = temp->next->next;    //temp->next = NULL;
    }

    printf("\n\tDelete Node Information = ");
    printf("\n\tEmp. Code = %d",deletenode->code);
    printf("\n\tEmp. Name = %s",deletenode->name);
    free(deletenode);
}
}

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void delete_specific_value()
{
    struct emp *deletenode=NULL, *temp;
    int ecode;

    if(start == NULL)
    {
        printf("\n\tDoubly Linked List is Empty");
    }
    else
    {
        printf("\n\tEnter Emp. Code to Delete : ");
        scanf("%d",&ecode);

        if(start->code == ecode)
        {
            delete_first();
        }
        else
        {
            temp = start;

            while(temp->next != NULL)
            {
                if(temp->next->code == ecode)
                {
                    deletenode = temp->next;
                    deletenode->next->prev = temp;
                    temp->next = temp->next->next;
                    break;
                }
                temp = temp->next;
            }

            if(deletenode == NULL)

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        {
            printf("\n\tEmp. Code %d not found", ecode);
        }
        else
        {
            printf("\n\tDelete Node Information =");
            printf("\n\tEmp. Code = %d",deletenode->code);
            printf("\n\tEmp. Name = %s",deletenode->name);
            free(deletenode);
        }
    }
}

void delete_specific_nodeno()
{
    struct emp *deletenode, *temp;
    int a, count = 0, nodeno;

    if(start == NULL)
    {
        printf("\n\tDoubly Linked List is Empty");
    }
    else
    {
        temp = start;
        while(temp != NULL)
        {
            temp = temp->next;
            count++;
        }

        do
        {
            printf("\n\tEnter Node no. to delete between 1 to %d =
", count);
            scanf("%d", &nodeno);
        }
        while(nodeno < 1 || nodeno > count);

        if(nodeno == 1)
        {
            delete_first();
        }
        else if(nodeno == count)
        {
            delete_last();
        }
        else
        {
            temp = start;
            a=1;

            while(a < nodeno-1)
            {
                temp = temp->next;
                a++;
            }

            deletenode = temp->next;

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        deletenode->next->prev = deletenode->prev;
        temp->next = temp->next->next;

        printf("\n\tDelete Node Information = ");
        printf("\n\tEmp. Code = %d",deletenode->code);
        printf("\n\tEmp. Name = %s",deletenode->name);

        free(deletenode);
    }
}

void display()
{
    empl *temp;
    if(start == NULL)
    {
        printf("\n\tDoubly Linked List is Empty");
    }
    else
    {
        temp = start;

        printf("\n\tForward Direction");
        printf("\n\tEmp. Code\t\tEmp. Name");
        while(temp->next != NULL)
        {
            printf("\n\t%d\t\t\t%s",temp->code, temp->name);
            temp = temp->next;
        }
        printf("\n\t%d\t\t\t%s",temp->code, temp->name);

        printf("\n\n\tBackward Direction");
        printf("\n\tEmp. Code\t\tEmp. Name");
        while(temp != NULL)
        {
            printf("\n\t%d\t\t\t%s",temp->code, temp->name);
            temp = temp->prev;
        }
    }
}

void search()
{
    int empcode;
    struct emp *temp;

    if(start == NULL)
    {
        printf("\n\tDoubly Linked List is Empty");
    }
    else
    {
        printf("\n\tEnter Emp. Code to Search : ");
        scanf("%d",&empcode);

        temp = start;
    }
}

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while(temp != NULL)
{
    if(temp->code == empcode)
    {
        printf("\n\tEmp. Code Found");
        printf("\n\tEmp. Code = %d",temp->code);
        printf("\n\tEmp. Name = %s",temp->name);
        break;
    }
    temp = temp->next;
}

if(temp == NULL)
{
    printf("\n\tEmp. Code %d not found", empcode);
}
}

void sort()
{
    empl *temp1, *temp2;
    int ecode;
    char ename[10];

    if(start == NULL)
    {
        printf("\n\tDoubly Linked List is Empty");
    }
    else
    {
        temp1 = start;
        while(temp1->next != NULL)
        {
            temp2 = temp1->next;
            while(temp2 != NULL)
            {
                if(temp1->code > temp2->code)
                {
                    ecode = temp1->code;
                    temp1->code = temp2->code;
                    temp2->code = ecode;

                    strcpy(ename, temp1->name);
                    strcpy(temp1->name, temp2->name);
                    strcpy(temp2->name, ename);
                }
                temp2 = temp2->next;
            }
            temp1 = temp1->next;
        }
        display();
    }
}

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