

```
typedef struct node
{
    int node data;
    struct node* nptr;
} node;

node * head;
```

```
node XOR ( node *a, node *b)
{
    return ( node ( a ^ b ) )
}
```

```
void insert-at-beg ( int data).
```

```
temp → data = data;
```

```
temp → nptr = head;
```

```
if ( head != NULL)
```

```
{
    head → nptr = XOR (temp, head → nptr);
```

```
head = temp;
```

```
}
```

```
void insert-at-end (int data)
```

```
node * temp
```

```
node * curr = head; *prev = NULL, *next;
```

```
while ( curr != NULL)
```

```
{
    next = XOR (prev, curr → nptr);
```

```
prev = curr
```

```
curr = next;
```

```
}
```

```
temp → nptr = prev;
```

```
prev → nptr = XOR (prev → nptr, temp);
```

```
},
```