/*doubly link list copy*/

```
#include<stdio.h>
#include<stdlib.h>
struct node
        int data;
        struct node *rnext;
        struct node *Inext;
};
struct node*header;
void beginsert();
void display();
void copy();
int main()
{
        int choice=0;
        while(choice!=4)
        {
                printf("**main menu**\n");
                printf("choose one option from the following list...\n");
                printf("1.insert in begining\n2.display\n3.copy a link list to another list\n4.exit\n");
                printf("enter your choice\n");
                scanf("%d",&choice);
                switch(choice)
                {
                        case 1:beginsert();
                        break;
                        case 2:display();
                        break;
                        case 3:copy();
                        break;
```

```
case 4:exit(0);
                        break;
                        default:
                                printf("invalid choice\n");
                }
       }
}
void beginsert()
{
        struct node*ptr;
        int item;
        ptr=(struct node*)malloc(sizeof(struct node*));
        if(ptr==NULL)
        {
                printf("OVERFLOW\n");
        }
        else
        {
                printf("enter value\n");
                scanf("%d",&item);
                ptr->data=item;
                ptr->rnext=header;
                header=ptr;
                printf("node inserted\n");
       }
}
void display() //traversal
{
        struct node*ptr;
        ptr=header;
        if(ptr==NULL)
```

```
{
               printf("nothing to print\n");
       }
       else
       {
               printf("printing values...\n");
               while(ptr!=NULL)
               {
                       printf("%d\n",ptr->data);
                       ptr=ptr->rnext;
               }
       }
}
void copy()
{
       struct node*ptr,*ptr1;
       struct node*header1;
       //header1=new_node;
        ptr=(struct node*)malloc(sizeof(struct node*));
       header1=(struct node*)malloc(sizeof(struct node*));
        ptr=header->rnext;
        header1->data=NULL;
        ptr1=header1;
       while(ptr!=NULL)
       {
               header1->data=ptr->data;
               ptr1->rnext=header1;
               ptr1=header1;
               ptr=ptr->rnext;
       }
        printf("list is copied\n");
```



