/*doubly linked list full op*/

```
#include<stdio.h>
#include<stdlib.h>
struct node
{
        int data;
        struct node*rlink;
        struct node*llink;
};
struct node*header;
struct node*create_II(struct node*);
struct node*display(struct node*);
struct node*insert_beg(struct node*);
struct node*insert_end(struct node*);
struct node*insert_any(struct node*);
struct node*delete_beg(struct node*);
struct node*delete_end(struct node*);
struct node*delete_any(struct node*);
void search();
struct node*sort_list(struct node*);
int main()
{
        int choice=0;
        while(choice!=11)
        {
                printf("**main menu**\n");
                printf("1.create list\n2.display the list\n3.insert at the begining\n4.insert at the
end\n5.insert at any position\n6.delete from the begining\n7.delete from the end\n8.delete from
any position\n9.search\n10.sort the list\n11.exit\n");
                printf("enter your choice\n");
                scanf("%d",&choice);
```

```
{
                       case 1:header=create_ll(header);
                       break;
                       case 2:header=display(header);
                       break;
                       case 3:header=insert_beg(header);
                       break;
                       case 4:header=insert_end(header);
                       break;
                       case 5:header=insert_any(header);
                       break;
                       case 6:header=delete_beg(header);
                       break;
                       case 7:delete_end(header);
                       break;
                       case 8:delete_any(header);
                       break;
                       case 9:search();
                       break;
                       case 10:header=sort_list(header);
                       break;
                       case 11:exit(0);
                       default:
                               printf("invalid choice\n");
               }
       }
}
struct node*create_ll(struct node*header)
{
       struct node*new_node,*ptr;
```

switch(choice)

```
int item;
printf("enter -1 to end\n");
printf("enter the data: \n");
scanf("%d",&item);
while(item!=-1)
{
       if(header==NULL)
       {
               new_node=(struct node*)malloc(sizeof(struct node*));
               new_node->llink=NULL;
               new_node->data=item;
               new_node->rlink=NULL;
               header=new_node;
       }
       else
       {
               ptr=header;
               new_node=(struct node*)malloc(sizeof(struct node*));
               new_node->data=item;
               while(ptr->rlink!=NULL)
               {
                       ptr=ptr->rlink;
               }
               ptr->rlink=new_node;
               new_node->rlink=NULL;
       }
       printf("enter the data: \n");
       scanf("%d",&item);
}
printf("the list is created\n");
return header;
```

```
}
struct node*display(struct node*header)
{
       printf("the linked list is below\n");
       struct node*ptr;
       ptr=header;
       while(ptr!=NULL)
                            //list is not empty
       {
               printf("%d\n",ptr->data);
               ptr=ptr->rlink;
  }
  return header;
}
struct node*insert_beg(struct node*header)
{
       struct node*new_node,*ptr;
       int item;
       if(header==NULL)
       {
               printf("overflow:insertion not possible\n");
                                                            //memory bank returns NULL
       }
       else
       {
               printf("enter the data to be inserted: \n");
         scanf("%d",&item);
               new_node=(struct node*)malloc(sizeof(struct node*));
               new_node->data=item;
               header->llink=new_node;
               new_node->rlink=header;
               new_node->llink=NULL;
               header=new_node;
```

```
printf("node inserted at the begining\n");
               return header;
       }
       /*other process for else part
       {
         printf("enter the data to be inserted: \n");
                                                        {here,
         scanf("%d",&item);
                                                   header is not a node in II}
         new_node=(struct node*)malloc(sizeof(struct node*));
         new_node->data=item;
         ptr=header->link;
         new_node->rlink=ptr;
         new_node->llink=header;
         header->rlink=new_node;
         ptr->llink=new_node;
  }
  */
}
struct node*insert_end(struct node*header)
{
       struct node*new_node,*ptr;
       int item;
       if(header==NULL)
       {
               printf("overflow:insertion not possible\n");
                                                           //memory bank returns NULL
       }
       else
       {
               printf("enter the data to be inserted: \n");
          scanf("%d",&item);
               new_node=(struct node*)malloc(sizeof(struct node*));
               new_node->data=item;
```

```
ptr=header;
               while(ptr->rlink!=NULL)
               {
                       ptr=ptr->rlink;
               }
               ptr->rlink=new_node;
               new_node->llink=ptr;
               new_node->rlink=NULL;
               printf("node inserted at the end\n");
               return header;
       }
}
struct node*insert_any(struct node*header)
{
        struct node*new_node,*ptr;
        int loc,i,item;
        if(header==NULL)
       {
               printf("overflow:insertion not possible\n");
                                                            //memory bank returns NULL
       }
        else
       {
               printf("enter the location after which the node has to be inserted\n");
          scanf("%d",&loc);
          printf("enter the data to be inserted: \n");
          scanf("%d",&item);
               new_node=(struct node*)malloc(sizeof(struct node*));
               new_node->data=item;
               ptr=header;
               for(i=0;i<loc;i++) //the linked list is started from 0th index here
               {
```

```
ptr=ptr->rlink;
               }
               new_node->llink=ptr;
               new_node->rlink=ptr->rlink;
               ptr->rlink->llink=new_node;
               ptr->rlink=new_node;
               printf("node inserted at specific position\n");
               return header;
       }
}
struct node*delete_beg(struct node*header)
{
       struct node*ptr;
       if(header==NULL)
       {
               printf("deletion not possible\n");
                                                   //list is empty
       }
       else
       {
               ptr=header;
               header=header->rlink;
               header->llink=NULL;
               free(ptr);
               printf("node is deleted from the begining\n");
               return header;
       }
}
struct node*delete_end(struct node*header)
{
        struct node*ptr,*ptr1;
        if(header==NULL)
```

```
{
                printf("deletion not possible\n");
                                                    //list is empty
        }
        else
        {
        ptr=header;
        while(ptr->rlink!=NULL)
        {
                ptr1=ptr;
                ptr=ptr->rlink;
        }
        ptr1->rlink=NULL;
        free(ptr);
        printf("node is deleted from the end\n");
        return header;
  }
}
struct node*delete_any(struct node*header)
{
        struct node*ptr,*ptr1;
        int i,loc,item;
        if(header==NULL)
        {
                printf("deletion not possible\n");
                                                   //list is empty
        }
        else
        {
                printf("enter the location after which the node has to be deleted\n");
          scanf("%d",&loc);
                ptr=header;
                for(i=0;i<=loc;i++) //the linked list is started from 0th index here
```

```
{
                ptr1=ptr;
                ptr=ptr->rlink;
          }
        ptr->rlink->llink=ptr1;
        ptr1->rlink=ptr->rlink;
        free(ptr);
        printf("node deleyed from specific position\n");
        return header;
        }
}
void search()
{
        struct node*ptr;
        int item,i=0,flag=0,loc;
        if(header==NULL)
        {
                printf("empty list\n");
        }
        else
        {
                printf("enter item which you want to search\n");
          scanf("%d",&item);
                ptr=header;
               while(ptr->rlink!=NULL)
                {
                        if(ptr->data==item)
                        {
                                flag=1;
                                loc=i+1;
```

```
break;
                       }
                        else
                       {
                                flag=0;
                       }
                        ++i;
                        ptr=ptr->rlink;
               }
               if(flag==0)
               {
                        printf("item not found\n");
                }
                else
                {
                        printf("item found at location %d\n",loc);
                }
       }
}
struct node*sort_list(struct node*header)
{
       struct node*ptr1,*ptr2;
        int temp;
        ptr1=header;
       while(ptr1->rlink!=NULL)
        {
                ptr2=ptr1->rlink;
               while(ptr2!=NULL)
                                     //there are atleast 2 nodes in the list
                {
                       if(ptr1->data>ptr2->data)
                       {
```







