ain.c

```c
#include<stdio.h>
#include<conio.h>
#include<stdlib.h>
struct node{
    int data;
    struct node *next;
    struct node *prev;
};
struct node *head;
void insertbeginning(int item)
{       struct node *ptr    = (struct node *)malloc(sizeof(struct node));
    if(head==NULL)
    {         ptr->next = NULL;
            ptr->prev=NULL;
            ptr->data=item;
            head=ptr;     }
    else
    {         ptr->data=item;
            ptr->prev=NULL;
            ptr->next = head;
            head->prev=ptr;
            head=ptr;     }

}


void delete_specified( )
{      struct node *ptr,    *temp;
        int val;
        printf("Enter the   value");
        scanf("%d",&val);
        temp = head;
        while(temp ->  data    != val)
            temp = temp ->  next;
        if(temp ->  next    ==  NULL)
```

```c
void delete_specified( )
{      struct node *ptr,    *temp;
       int val;
       printf("Enter the   value");
       scanf("%d",&val);
       temp = head;
       while(temp ->  data    != val)
           temp = temp ->  next;
       if(temp ->  next    ==  NULL)
       {          printf("\nCan't delete\n");      }
       else if(temp ->  next    ->  next    ==  NULL)
       {          temp ->next = NULL;          printf("Node Deleted\n");      }

       else{   ptr   = temp ->  next;
               temp ->  next    = ptr   ->  next;
               ptr   ->  next    ->  prev    = temp;
               free(ptr);
               printf("Node Deleted\n");      }
}

void display()
{
    struct node *ptr;
    ptr=head;
    if(ptr==NULL)
    {
        printf("empty ");
    }
    else
    {
        while(ptr!=NULL)
        {
            printf("%d ",ptr->data);
            ptr=ptr -> next;
        }
        printf("\n");
```

```c
void display()
{
    struct node *ptr;
    ptr=head;
    if(ptr==NULL)
    {
        printf("empty ");
    }
    else
    {
        while(ptr!=NULL)
        {
            printf("%d ",ptr->data);
            ptr=ptr -> next;
        }
        printf("\n");
    }
}

void main()
{
    int op=0;int a;
    printf("\n 1.Insert to the left\n2.Delete\n3.Display\n ");

    while(op!=4)
    {
        printf("\nenter your choice : ");
        scanf("%d",&op);
        switch(op)
        {
            case 1:printf("enter value to be inserted ");
                   scanf("%d",&a);
                   insertbeginning(a);
                   break;
            case 2:delete_specified();
```

```c
    }
    else
    {
        while(ptr!=NULL)
        {
            printf("%d ",ptr->data);
            ptr=ptr -> next;
        }
        printf("\n");
    }
}

void main()
{
    int op=0;int a;
    printf("\n 1.Insert to the left\n2.Delete\n3.Display\n ");

    while(op!=4)
    {
        printf("\nenter your choice : ");
        scanf("%d",&op);
        switch(op)
        {
            case 1:printf("enter value to be inserted ");
                   scanf("%d",&a);
                   insertbeginning(a);
                   break;
            case 2:delete_specified();
                   break;
            case 3: display();
                   break;



        }
    }
}
```

input

```
 1.Insert to the left
2.Delete
3.Display

enter your choice : 1
enter value to be inserted 10

enter your choice : 1
enter value to be inserted 11

enter your choice : 1
enter value to be inserted 12

enter your choice : 1
enter value to be inserted 13

enter your choice : 1
enter value to be inserted 14

enter your choice : 3
14 13 12 11 10

enter your choice : 2
Enter the   value 11
Node Deleted

enter your choice : 3
14 13 12 11

enter your choice :
2
Enter the   value 14
Node Deleted
```