

Node \*first;

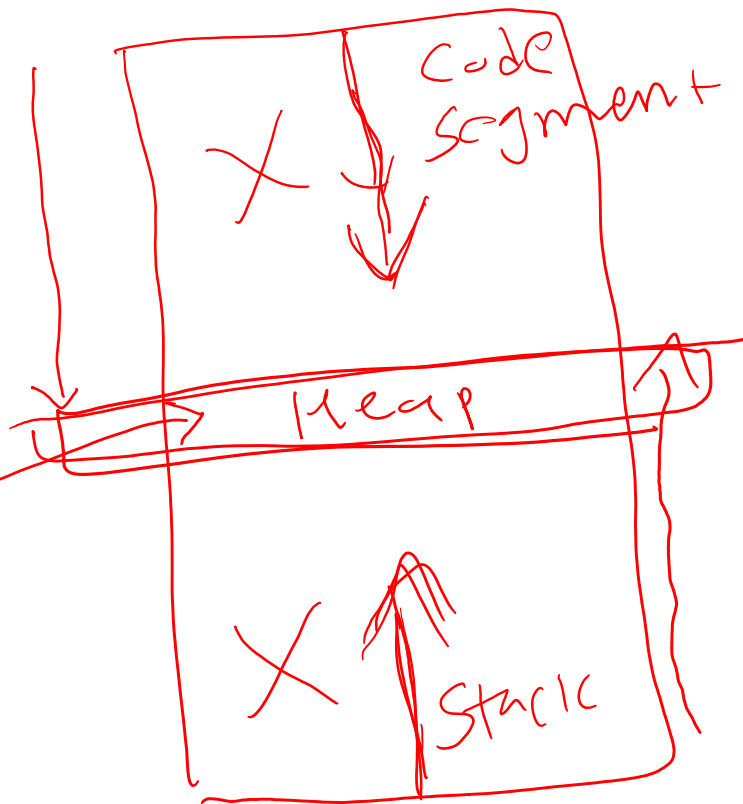
Node n;

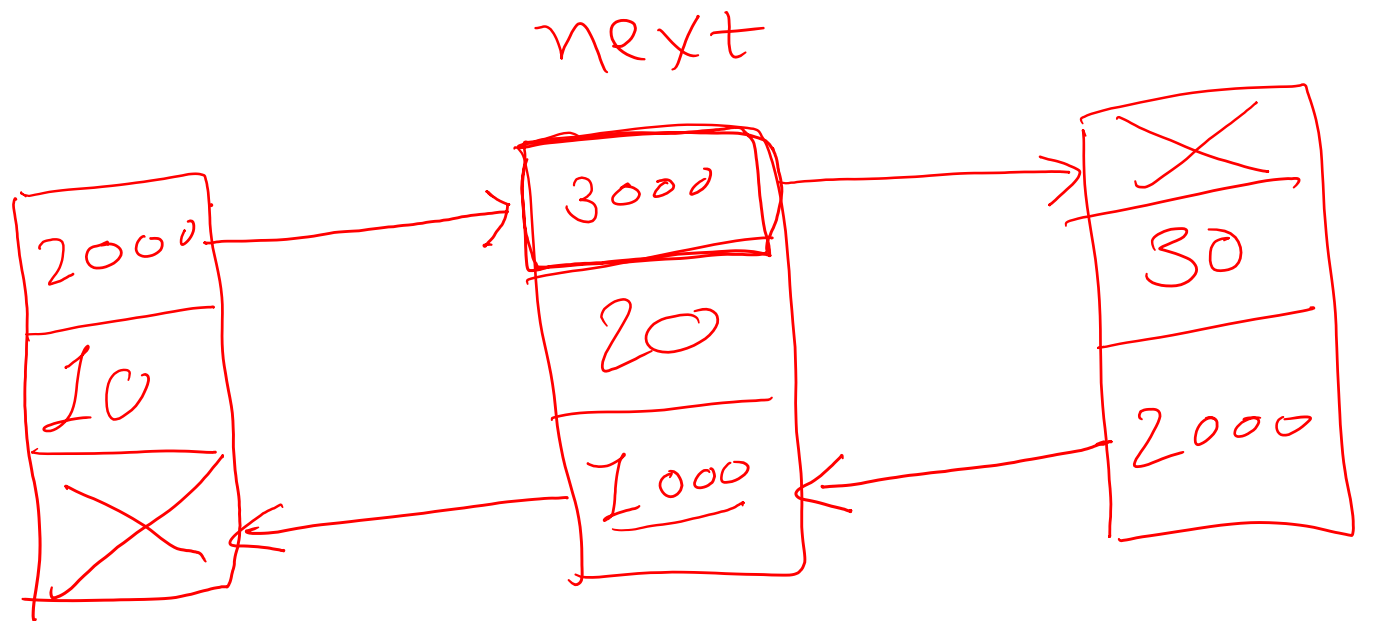
first = n;

obj . attr

poi → attr

class Node  
{  
public:  
int no;  
Node \*next;





(1000)

n<sub>1</sub>

prev

n<sub>2</sub>

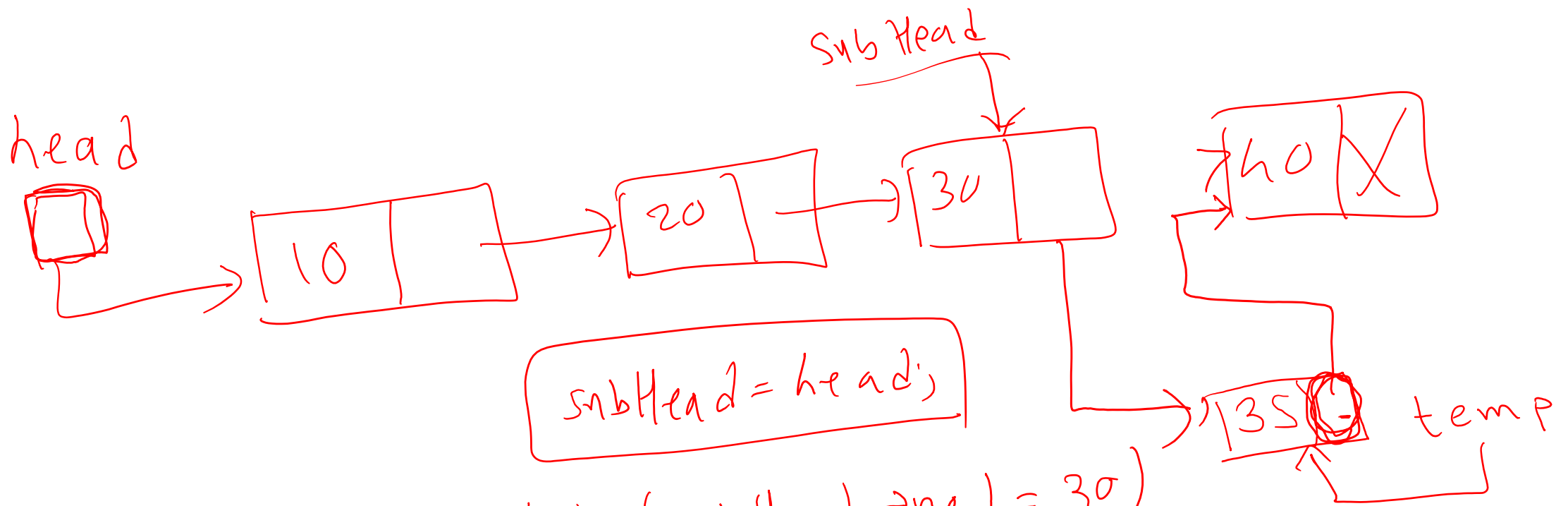
(2000)

n<sub>3</sub>

(3000)

(n<sub>1</sub>.no)

X



head = temp;

while (subHead → no != 30)

{

subHead = subHead → next;

}

temp → next = subHead → next;

subHead → next = temp;

