```
#include<stdio.h>
struct node
int info;
struct node *left, *right;
};
typedef struct node * nodeptr;
nodeptr p,list,temp;
nodeptr getnode();
void insert_left();
void insert_last();
void delete_left();
void delete_last();
void display();
void main()
int c,i,x;
char ch;
do
printf("Menu\n");
printf("1. Insert_left\n 2. Delete_left\n 3. Insert_last\n 4. Delete_last\n 5.
display\n");
scanf("%d",&c);
switch(c)
case 1: scanf("%d",&x);
       insert_left(x);
       break;
case 2: delete_left();
       break;
case 3: scanf("%d",&x);
       insert_last(x);
       break;
```

```
case 4: delete_last();
       break;
case 5: display();
       break;
printf("\ndo you want to continue\n");
scanf(" %c",&ch);
}while(ch!='n');
}
nodeptr getnode()
return(nodeptr)malloc(sizeof(struct node));
return p;
}
void insert_left(int x)
 temp=getnode();
 temp\rightarrowinfo=x;
 temp →left=NULL;
 if(list==NULL)
 temp \rightarrow right= NULL;
 list=temp;
 }
 else
 temp →right=list;
 list →left=temp;
 list=temp;
 return;
 }
void delete_left()
if(list==NULL)
```

```
printf("Invalid deletion\n");
else
{
 p=list;
 if(p \rightarrow right == NULL)
 list=NULL;
 else
  {
  list=p→right;
  list→left=NULL;
 printf("%d\n",p \rightarrowinfo);
 p→right=NULL;
 free(p);
}
return;
}
void insert_last(int x)
{
 p=getnode();
 p \rightarrow info=x;
 p →right=NULL;
 if(list == NULL)
  {
   list=p;
   list →left=NULL;
 else
  temp=list;
  while(temp → right!=NULL)
   temp=temp → right;
   temp →right=p;
```

```
p→left=temp;
  return;
void delete_last()
if (list==NULL)
printf( Invalid deletion\n );
else
{
temp=list;
while(temp → right!=NULL)
{
temp=temp → right;
if(list \rightarrow right == NULL)
list=NULL;
else
q=temp→left;
q→right == NULL;
printf("%d", temp →info);
temp →left=NULL;
temp →right=NULL;
free(temp);
}
return;
}
void display()
{
p=list;
if(p==NULL)
printf("No nodes existed\n");
```

```
}
else
{
while(p!=NULL)
{
printf("%d\t",p→info);
p=p→right;
}
}
```