

Lab-program

Doubly Linked List

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```
#include <stdio.h>
#include <stdlib.h>

struct node
{
    int info;
    struct node *link;
    struct node *rlink;
};

typedef struct node *NODE;
NODE getnode()
{
    NODE x;
    x = (NODE) malloc (sizeof(struct node));
    if (x == NULL)
    {
        printf("memory full");
        exit(0);
    }
    return x;
}

void freenode(NODE x)
{
    free(x);
}

NODE direct_front(int item, NODE head)
{
    NODE temp, cur;
    temp = getnode();
```

```

temp->info = item;
cur->rlink = temp;
head->rlink = temp;
temp->llink = head;
temp->rlink = cur;
cur->llink = temp;
return head;

```

```

}
NODE dinsertrear (int item, NODE head)

```

```

{
    NODE temp, cur;
    temp = getnode();
    temp->info = item;
    cur = head->llink;
    head->llink = temp;
    temp->rlink = head;
    temp->llink = cur;
    cur->rlink = temp;
    return head;
}

```

```

NODE ddelete_rear (NODE head)

```

```

{
    NODE cur, prev;
    if (head->rlink == head)
    {
        printf ("empty\n");
        return head;
    }
}

```



```

    cur = head->link;
    prev = cur->link;
    head->link = prev;
    prev->link = head;
    printf("The node deleted is %d", cur->info);
    free node (cur);
    return head;
}

```

```

NODE insert_leftpos(int item, NODE head)
{
    NODE temp, cur, prev;
    if (head->link == head)
    {
        printf("List empty\n");
        return head;
    }

```

```

    cur = head->link;
    while (cur != head)
    {
        if (item == cur->info) break;
        cur = cur->link;
    }

```

```

    if (cur == head)
    {
        printf("Key not found");
        return head;
    }

```

```

    prev = cur->link;
    printf("Enter towards left of %d = ", item);

```

```

temp = getnode();
scanf ("%d", &temp->info);
prev->link = temp;
temp->link = prev;
cur->link = temp;
temp->link = cur;
return head;
}

```

```

NODE insert = rightpos (int item, NODE head)
{

```

```

    NODE temp, cur, next;

```

```

    if (head->link == head)
    {

```

```

        printf ("list empty\n");
        return head;
    }

```

```

    cur = head->link;

```

```

    while (cur != head)
    {

```

```

        if (item == cur->info) break;
        cur = cur->link;
    }

```

```

    if (cur == head)
    {

```

```

        printf ("key not found\n");
        return head;
    }

```

```

    next = cur->link;

```

```

printf("enter towards right of %d = ", item);
temp = getnode;
scanf("%d", &temp->info);
cur->alink = temp;
temp->link = cur;
next->link = temp;
temp->link = next;
return head;
}

```

```

}
NODE search(NODE head, int item)
{

```

```

    NODE temp, cur;
    int flag = 0;
    if (head->link == head)
    {

```

```

        printf("list empty\n");
        return head;
    }

```

```

    cur = head->link;
    while (cur != head)
    {

```

```

        if (item == cur->info)
        {

```

```

            flag = 1;
            break;
        }

```

```

    }
    cur = cur->link;
}

```



```

if (cur == head)
    printf ("search unsuccessful\n");
    if (flag == 1)
        printf ("search successful\n");
}

```

NODE delete\_all\_Key (int item, NODE head)

```

{
    NODE prev, cur, next;

```

```

    int count;

```

```

    if (head->link == head)

```

```

    {
        printf ("list empty\n");
        return head;
    }

```

```

    count = 0;

```

```

    cur = head->link;

```

```

    while (cur != head)

```

```

    {
        if (item == cur->info)
            cur = cur->link;
        else

```

```

    }

```

```

    count++;

```

```

    prev = cur->link;

```

```

    next = cur->link;

```

```

    prev->link = next;

```

```

    next->link = prev;

```

```

    prenode(cur);

```

```

    cur = next;

```

```

}

```

```

if (count == 0)
    printf("not found\n");
else
    printf("found at %d positin & deleted", count);
    return head;
}
}

```

```

void display(NODE head)
{
    NODE temp;
    if (head->nlink == head)
    {
        printf("dq is empty\n");
        return;
    }

```

```

    printf("contents of dq\n");
    temp = head->nlink;
    while (temp != head)
    {
        printf("%d", temp->info);
        temp = temp->nlink;
    }
    printf("\n");
}

```

```

void main()
{
    NODE head, last;
    int item, choice;

```



```

head = getnode()
head->link = head;
head->link = head;
for(ii)

```

```

printf("\n 1. insert front\n 2. insert rear\n 3. delete front\n 4.
delete rear\n 5. insert left of key element\n 6.
insert right of key element\n 7. search\n 8. delete
repeating elements\n 9. display\n 10. exit\n");
printf("enter the choice\n");
scanf("%d", &choice);
switch (choice)

```

```

case 1: printf("enter the item at front end\n");
scanf("%d", &item);
last = dinsert_front(item, head); break;

```

```

case 2: printf("enter the item at rear end\n");
scanf("%d", &item);
last = dinsert_rear(item, head);
break;

```

```

case 3: last = ddelete_front(head); break;

```

```

case 4: last = ddelete_rear(head); break;

```

```

case 5: printf("enter the key element\n");
scanf("%d", &item);
last = insert_leftpos(item, head); break;

```

```

case 6: printf("enter the key element\n");
scanf("%d", &item);
last = insert_rightpos(item, head);

```



case 7: printf ("enter the search element\n");  
scanf ("%d", &item);  
Search(head, item);  
break;

case 8: printf ("enter the element to be deleted or dupli-  
cate\n");  
scanf ("%d", &item);  
last = delete\_all\_key(item, head);

case 9: display(head);  
break;

default: exit(0);