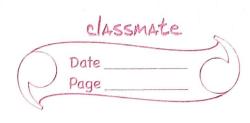
Vallisha.M, 1BM19(5177 Add a node to left of a node, delete a node and display a doubley linked list. typedy Strut Node? "A value; 'Stew World next; Stand Nodet perere; (node; node + head = NULL; void odd_beg (Int value) ladd at peginning node * pter = (node *) mallor (size of (node)); ptr -> Value = Value; pta -> prone = NULL; pta > hext = head, of (head = NULI) head -> prene = pte; head = pter; void add-key (int value int key) I add behind key Made (XXXII) hade & Imp = head; Carle [tmp] = MULL) If (trup -> value = 2 key) break; tmp: kmp-> next;

f(lap==NULL) { je "Allen ou "Herberg siehum) 9 (tmp == head) add-beg(value); suburn' node + pt = (node +) malloc (size of (node)); pla - value: value; pte -> prese = &mp -> prese. pte -> next = tmp; (Amp -> perbre) -> next = tmp; tmp -> preso = ptor) void del-key (int key) { Wast Hope. Thead = = NULL) & (" Liet is empty") gulur ! nodet trup = head; copyre (pub / = MUIT) E. if (Amp > Value = = key) try - try > next;

Classmate

of (kmp == head) "of (head -> next == NULL) head = NUGL; free (head > preve); head > prese = NULL; rebuen j Imp ==NULL) (" Hotom of ") flower of (Imp -> mxt == MULL) forp > pres > next = NULL; free (tmp); formers of mend - press = tomp > powers; Amp -> prese = ment : Imp -> mend; free (Imp);



peintfl" Liest contains: ");
while [hp]: NULL){

peintfl" god ", hp -> value