

DS LAB TEST - 2

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3D Batch-2

void insert ()

```
{  
    struct node * newnode;  
    newnode = (struct node *) malloc (size of (struct node));  
    printf ("Enter USN");  
    scanf ("%s", newnode → USN);  
    printf ("Enter name");  
    scanf ("%s", newnode → name);  
    newnode → next = NULL;  
    newnode → prev = NULL;  
    if (head == NULL)
```

```
{  
    head = newnode;  
}  
}
```

~~Not~~ else

```
{  
    newnode → next = head;  
    head → prev = newnode;  
    head = newnode;
```

```
}
```

```
}
```

```
void delete_usn()
{
    struct node * temp;
    int delete_usn;
    if (head == NULL)
    {
        printf("Empty list of USN's");
        return;
    }
}
```

```
printf("Enter the USN to be deleted");
scanf("%d", &delete_usn);
temp = head;
while (temp -> usn != delete_usn)
{

```

```
    temp = temp -> next;
    if (temp == NULL)
```

```
{
    printf("Entered USN not found");
    break;
}
```

```
}
```

```
if (temp == head)
```

```
{
    head = head -> next;
}
```

```
else if
```

else if ( $\text{temp} \rightarrow \text{next} = \text{NULL}$ )  
{

$\text{temp} = \text{temp} \rightarrow \text{prev}$

$\text{temp} \rightarrow \text{next} = \text{NULL};$

}

else

{

$\text{temp} \rightarrow \text{prev} \rightarrow \text{next} = \text{temp} \rightarrow \text{next};$

$\text{temp} \rightarrow \text{next} \rightarrow \text{prev} = \text{temp} \rightarrow \text{prev};$

}

}