

```
void insert ()
```

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

else

```
{
    temp → prev → next = temp → next;
    temp → next → prev = temp → prev;
}
```

```
}
```