

```
struct Node {
```

```
    int val;
```

```
    Node* npx;
```

```
    Node(int val) : val(val), npx(NULL) {}
};
```

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```
Node* insertEnd(Node* head, int val) {
```

```
    Node* prev = NULL, *curr = head, *nnext = XOR(prev, (curr->npx));
```

```
    while (nnext) {
```

```
        prev = curr;
```

```
        curr = nnext;
```

```
        nnext = XOR(prev, curr->npx);
```

```
    }
```

```
    Node* node = new Node(val);
```

```
    curr->npx = XOR(curr->npx, node);
```

```
    node->npx = XOR(curr, NULL);
```

```
    return head;
```

```
}
```

```
Node* insertBeg(Node* head, int val) {
```

```
    Node* node = new Node(val);
```

```
    head->npx = XOR(head->npx, node);
```

```
    node->npx = XOR(NULL, head);
```

```
    return node;
```

```
}
```