

```
void InsertBeg (Node n)
```

```
{  
    head->next = (head->next ^ n);  
    n->next = (null ^ head);  
    head = n;  
}
```

```
void InsertEnd (Node n)
```

```
{  
    n->next = (tail->next ^ null);  
    tail = n;  
}
```