9 # in clude Listaio. h> # include, Listalip, h) iskuct node List data; 18 Buct node * next; 2. Skuck node * prev; Bruck node * head = NUIL; void insert left () 2 estruct node * new node new node = (isternet node*) mallor (vingo (skruct node Print ("Enter the data). scant ("% d', 8 news node & data). new_node > next = NULL; new mode & prev = NULL: If head == NUCL) I heed = neo-node, elsp new node -> rock = head. head I prev = new mode head - new made; void insert-right () struct node * new_node, * temp; new_node = (istruct node*) malloc(isig of points ("Enter the data (n").

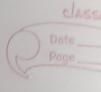
Scanf ("% d'Inex no de s'data); new node > next=NULL; new- node of prev = NULL

if (head new node; temp = head while (temp) next! = NULL) temp=temp>next; temp > next = new mode; new-node > prev = temp. void insert-leftnode () 1 (head == NUIL) int ele. ("list is empty"). Dhirt [" Enke the clement of terwhich you co and to is confloted (ele) new no de - (And the no the malluc Bigo (skuchal) brid (Enter data); iscan (" god", frew node > data). new node. Snext= NULL. New rode - pren = NUCLE. lemp : head if (temp s data = cle) I new node & noxt - head head) per = new node; head = new node clse if (femp -) next == NULL) 2 Print [" Element not found");

els e while (temp > next s datas = cle) Femp = temp > next; Elphit (Flement not boul) hew no de mest-temp & next 3 prev tem; void delete () istenct node x temp ind'ele. 3 perint ("List is empty"); print(" Enter the elements (all ("% od") & cla), print (Not found) (temp = = head) head = head - I now

else il temps next== NULL) temp > next = NULL; temp > prev & next = temp & next; temp) read pher-temp apher; void display() i (head == NULL) phitli list is Empty "); skud node temp; Lemp = head; 2 pernty [" Todlt" teny > data)

teny = temp' > next; int choice; paintfl'1. Insert left In 2. left of a specific node In 3. Insert Righting Delite a especific value In 5. Dosphy to exit



Switch (chair)

E case 1: insert left (); break;

case 2: ensert left (); break;

case 3: ensert highl); break;

case 4: delete(); break;

case 5: dip lay (); break;

case 6: exit(0);

1 while (choice (= 0)