

# Single Linked List

```
#include<iostream>
using namespace std;

class Node {
public:
    int key;
    int data;
    Node * next;

    Node() {
        key = 0;
        data = 0;
        next = NULL;
    }
    Node(int k, int d) {
        key = k;
        data = d;
    }
};

class SinglyLinkedList {
public:
    Node * head;

    SinglyLinkedList() {
        head = NULL;
    }
    SinglyLinkedList(Node * n) {
        head = n;
    }

    // 1. Check if node exists using key value
    Node * nodeExists(int k) {
        Node * temp = NULL;

        Node * ptr = head;
        while (ptr != NULL) {
            if (ptr -> key == k) {
                temp = ptr;
            }
            ptr = ptr -> next;
        }
    }
};
```

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    }
    return temp;
}

// 2. Append a node to the list
void appendNode(Node * n) {
    if (nodeExists(n -> key) != NULL) {
        cout << "Node Already exists with key value : " << n -> key << ". Append another node with different Key value" << endl;
    } else {
        if (head == NULL) {
            head = n;
            cout << "Node Appended" << endl;
        } else {
            Node * ptr = head;
            while (ptr -> next != NULL) {
                ptr = ptr -> next;
            }
            ptr -> next = n;
            cout << "Node Appended" << endl;
        }
    }
}

// 3. Prepend Node - Attach a node at the start
void prependNode(Node * n) {
    if (nodeExists(n -> key) != NULL) {
        cout << "Node Already exists with key value : " << n -> key << ". Append another node with different Key value" << endl;
    } else {
        n -> next = head;
        head = n;
        cout << "Node Prepended" << endl;
    }
}

// 4. Insert a Node after a particular node in the list
void insertNodeAfter(int k, Node * n) {
    Node * ptr = nodeExists(k);
    if (ptr == NULL) {
        cout << "No node exists with key value: " << k << endl;
    }
}

```

```

    } else {
        if (nodeExists(n -> key) != NULL) {
            cout << "Node Already exists with key value : " << n -> key << ". Append another node with different Key value" << endl;
        } else {
            n -> next = ptr -> next;
            ptr -> next = n;
            cout << "Node Inserted" << endl;
        }
    }
}

// 5. Delete node by unique key
void deleteNodeByKey(int k) {
    if (head == NULL) {
        cout << "Singly Linked List already Empty. Cant delete" << endl;
    } else if (head != NULL) {
        if (head -> key == k) {
            head = head -> next;
            cout << "Node UNLINKED with keys value : " << k << endl;
        } else {
            Node * temp = NULL;
            Node * prevptr = head;
            Node * currentptr = head -> next;
            while (currentptr != NULL) {
                if (currentptr -> key == k) {
                    temp = currentptr;
                    currentptr = NULL;
                } else {
                    prevptr = prevptr -> next;
                    currentptr = currentptr -> next;
                }
            }
            if (temp != NULL) {
                prevptr -> next = temp -> next;
                cout << "Node UNLINKED with keys value : " << k << endl;
            } else {
                cout << "Node Doesn't exist with key value : " << k << endl;
            }
        }
    }
}

```

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}
// 6th update node
void updateNodeByKey(int k, int d) {

    Node * ptr = nodeExists(k);
    if (ptr != NULL) {
        ptr -> data = d;
        cout << "Node Data Updated Successfully" << endl;
    } else {
        cout << "Node Doesn't exist with key value : " << k << endl;
    }

}

// 7th printing
void printList() {
    if (head == NULL) {
        cout << "No Nodes in Singly Linked List";
    } else {
        cout << endl << "Singly Linked List Values : ";
        Node * temp = head;

        while (temp != NULL) {
            cout << "(" << temp -> key << ", " << temp -> data << ") --> ";
            temp = temp -> next;
        }
    }

}

};

int main() {

    SinglyLinkedList s;
    int option;
    int key1, k1, data1;
    do {
        cout << "\nWhat operation do you want to perform? Select Option number. Enter 0 to exit." << endl;
        cout << "1. appendNode()" << endl;
        cout << "2. prependNode()" << endl;
    } while (option != 0);
}

```

```

cout << "3. insertNodeAfter()" << endl;
cout << "4. deleteNodeByKey()" << endl;
cout << "5. updateNodeByKey()" << endl;
cout << "6. print()" << endl;
cout << "7. Clear Screen" << endl << endl;

cin >> option;
Node * n1 = new Node();
//Node n1;

switch (option) {
case 0:
    break;
case 1:
    cout << "Append Node Operation \nEnter key & data of the Node to be Appended" << endl;
    cin >> key1;
    cin >> data1;
    n1 -> key = key1;
    n1 -> data = data1;
    s.appendNode(n1);
    //cout<<n1.key<<" = "<<n1.data<<endl;
    break;

case 2:
    cout << "Prepend Node Operation \nEnter key & data of the Node to be Prepended" << endl;
    cin >> key1;
    cin >> data1;
    n1 -> key = key1;
    n1 -> data = data1;
    s.prependNode(n1);
    break;

case 3:
    cout << "Insert Node After Operation \nEnter key of existing Node after which you want to Insert this New node: " << endl;
    cin >> k1;
    cout << "Enter key & data of the New Node first: " << endl;
    cin >> key1;
    cin >> data1;
    n1 -> key = key1;
    n1 -> data = data1;

```

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    s.insertNodeAfter(k1, n1);
    break;

case 4:

    cout << "Delete Node By Key Operation - \nEnter key of the Node to be deleted: " << endl;
    cin >> k1;
    s.deleteNodeByKey(k1);

    break;
case 5:
    cout << "Update Node By Key Operation - \nEnter key & NEW data to be updated" << endl;
    cin >> key1;
    cin >> data1;
    s.updateNodeByKey(key1, data1);

    break;
case 6:
    s.printList();

    break;
case 7:
    system("cls");
    break;
default:
    cout << "Enter Proper Option number " << endl;
}

} while (option != 0);

return 0;
}

```

D:\Pros\DS\singleLinkedL.exe

What operation do you want to perform? Select Option number. Enter 0 to exit.

1. appendNode()
2. prependNode()
3. insertNodeAfter()
4. deleteNodeByKey()
5. updateNodeByKey()
6. print()
7. Clear Screen

Enter Your Choice Here :6

No Nodes in Singly Linked List

What operation do you want to perform? Select Option number. Enter 0 to exit.

1. appendNode()
2. prependNode()
3. insertNodeAfter()
4. deleteNodeByKey()
5. updateNodeByKey()
6. print()
7. Clear Screen

Enter Your Choice Here :1

Append Node Operation

Enter key & data of the Node to be Appended

1

25

Node Appended

What operation do you want to perform? Select Option number. Enter 0 to exit.

1. appendNode()
2. prependNode()
3. insertNodeAfter()
4. deleteNodeByKey()
5. updateNodeByKey()
6. print()
7. Clear Screen

Enter Your Choice Here :1

Append Node Operation

Enter key & data of the Node to be Appended

2

40

Node Appended

What operation do you want to perform? Select Option number. Enter 0 to exit.

1. appendNode()
2. prependNode()
3. insertNodeAfter()
4. deleteNodeByKey()
5. updateNodeByKey()
6. print()
7. Clear Screen

Enter Your Choice Here :6

Singly Linked List Values : (1,25) --> (2,40) -->

What operation do you want to perform? Select Option number. Enter 0 to exit.

1. appendNode()
2. prependNode()
3. insertNodeAfter()
4. deleteNodeByKey()
5. updateNodeByKey()
6. print()
7. Clear Screen

Enter Your Choice Here :



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What operation do you want to perform? Select Option number. Enter 0 to exit.

1. appendNode()
2. prependNode()
3. insertNodeAfter()
4. deleteNodeByKey()
5. updateNodeByKey()
6. print()
7. Clear Screen

Enter Your Choice Here :4

Delete Node By Key Operation -

Enter key of the Node to be deleted:

1

Node UNLINKED with keys value : 1

What operation do you want to perform? Select Option number. Enter 0 to exit.

1. appendNode()
2. prependNode()
3. insertNodeAfter()
4. deleteNodeByKey()
5. updateNodeByKey()
6. print()
7. Clear Screen

Enter Your Choice Here :5

Update Node By Key Operation -

Enter key & NEW data to be updated

2

50

Node Data Updated Successfully

What operation do you want to perform? Select Option number. Enter 0 to exit.

1. appendNode()
2. prependNode()
3. insertNodeAfter()
4. deleteNodeByKey()
5. updateNodeByKey()
6. print()
7. Clear Screen

Enter Your Choice Here :6

Singly Linked List Values : (2,50) -->

What operation do you want to perform? Select Option number. Enter 0 to exit.

1. appendNode()
2. prependNode()
3. insertNodeAfter()
4. deleteNodeByKey()
5. updateNodeByKey()
6. print()
7. Clear Screen

Enter Your Choice Here :2

Prepend Node Operation

Enter key & data of the Node to be Prepend

3

30

Node Prepend

What operation do you want to perform? Select Option number. Enter 0 to exit.

1. appendNode()
2. prependNode()
3. insertNodeAfter()
4. deleteNodeByKey()





## Circular Linked List

```
#include<iostream>
using namespace std;

class Node {
public:
    int key;
    int data;
    Node * next;

    Node() {
        key = 0;
        data = 0;
        next = NULL;
    }
    Node(int k, int d) {
        key = k;
        data = d;
    }
};

class CircularLinkedList {
public:
    Node * head;

    CircularLinkedList() {
        head = NULL;
    }

    // 1. Check if node exists using key value
    Node * nodeExists(int k) {

        Node * temp = NULL;
        Node * ptr = head;

        if (ptr == NULL) {
            return temp;
        } else {
            do {
                if (ptr -> key == k) {
                    temp = ptr;
                }
            }
```

```

    ptr = ptr -> next;

} while (ptr != head);
return temp;
}

//return temp;
}

// 2. Append a node to the list
void appendNode(Node * new_node) {
    if (nodeExists(new_node -> key) != NULL) {
        cout << "Node Already exists with key value : " <<
            new_node -> key <<
            ". Append another node with different Key value" <<
            endl;
    } else {
        if (head == NULL) {
            head = new_node;
            new_node -> next = head;
            cout << "Node Appended at first Head position" << endl;
        } else {
            Node * ptr = head;
            while (ptr -> next != head) {
                ptr = ptr -> next;
            }
            ptr -> next = new_node;
            new_node -> next = head;
            cout << "Node Appended" << endl;
        }
    }
}

// 3. Prepend Node - Attach a node at the start
void prependNode(Node * new_node) {
    if (nodeExists(new_node -> key) != NULL) {
        cout << "Node Already exists with key value : " <<
            new_node -> key <<
            ". Append another node with different Key value" <<
            endl;
    } else {
        if (head == NULL) {

```

```

head = new_node;
new_node -> next = head;
cout << "Node Prependd at first Head position" << endl;
} else {
Node * ptr = head;
while (ptr -> next != head) {
ptr = ptr -> next;
}

ptr -> next = new_node;
new_node -> next = head;
head = new_node;
cout << "Node Prependd" << endl;
}

}
}

```

```

// 4. Insert a Node after a particular node in the list
void insertNodeAfter(int k, Node * new_node) {
Node * ptr = nodeExists(k);
if (ptr == NULL) {
cout << "No node exists with key value OF: " << k << endl;
} else {
if (nodeExists(new_node -> key) != NULL) {
cout << "Node Already exists with key value : " <<
new_node -> key <<
". Append another node with different Key value" <<
endl;
} else {
if (ptr -> next == head) {
new_node -> next = head;
ptr -> next = new_node;
cout << "Node Inserted at the End" << endl;
} else {
new_node -> next = ptr -> next;
ptr -> next = new_node;
cout << "Node Inserted in between" << endl;
}
}
}
}

```

```

}

// 5. Delete node by unique key
void deleteNodeByKey(int k) {
    Node * ptr = nodeExists(k);
    if (ptr == NULL) {
        cout << "No node exists with key value OF : " << k <<
            endl;
    } else {

        if (ptr == head) {
            if (head -> next == NULL) {
                head = NULL;
                cout << "Head node Unlinked... List Empty";
            } else {
                Node * ptr1 = head;
                while (ptr1 -> next != head) {
                    ptr1 = ptr1 -> next;
                }
                ptr1 -> next = head -> next;
                head = head -> next;
                cout << "Node UNLINKED with keys value : " << k << endl;
            }
        } else {
            Node * temp = NULL;
            Node * prevptr = head;
            Node * currentptr = head -> next;
            while (currentptr != NULL) {
                if (currentptr -> key == k) {
                    temp = currentptr;
                    currentptr = NULL;
                } else {
                    prevptr = prevptr -> next;
                    currentptr = currentptr -> next;
                }
            }

            prevptr -> next = temp -> next;
            cout << "Node UNLINKED with keys value : " << k << endl;
        }
    }
}

```

```

    }

}

// 6th update node
void updateNodeByKey(int k, int new_data) {

    Node * ptr = nodeExists(k);
    if (ptr != NULL) {
        ptr -> data = new_data;
        cout << "Node Data Updated Successfully" << endl;
    } else {
        cout << "Node Doesn't exist with key value : " << k << endl;
    }

}

// 7th printing
void printList() {
    if (head == NULL) {
        cout << "No Nodes in Circular Linked List";
    } else {
        cout << endl << "head address : " << head << endl;
        cout << "Circular Linked List Values : " << endl;

        Node * temp = head;

        do {
            cout << "(" << temp -> key << ", " << temp -> data << ", " << temp -> next << ") --> ";
            temp = temp -> next;
        } while (temp != head);
    }

}

};

int main() {

    CircularLinkedList obj;
    int option;
    int key1, k1, data1;
    do {

```

```

cout << "\nWhat operation do you want to perform? Select Option number. Enter 0 to exit." << endl;

cout << "1. appendNode()" << endl;
cout << "2. prependNode()" << endl;
cout << "3. insertNodeAfter()" << endl;
cout << "4. deleteNodeByKey()" << endl;
cout << "5. updateNodeByKey()" << endl;
cout << "6. print()" << endl;
cout << "7. Clear Screen" << endl << endl;

cin >> option;
Node * n1 = new Node();
//Node n1;

switch (option) {
case 0:
    break;
case 1:
    cout << "Append Node Operation \nEnter key & data of the Node to be Appended" << endl;
    cin >> key1;
    cin >> data1;
    n1 -> key = key1;
    n1 -> data = data1;
    obj.appendNode(n1);
    //cout<<n1.key<<" = "<<n1.data<<endl;
    break;

case 2:
    cout << "Prepend Node Operation \nEnter key & data of the Node to be Prepended" << endl;
    cin >> key1;
    cin >> data1;
    n1 -> key = key1;
    n1 -> data = data1;
    obj.prependNode(n1);
    break;

case 3:
    cout << "Insert Node After Operation \nEnter key of existing Node after which you want to Insert this New node: " << endl;
    cin >> k1;
    cout << "Enter key & data of the New Node first: " << endl;
    cin >> key1;

```

```

    cin >> data1;
    n1 -> key = key1;
    n1 -> data = data1;

    obj.insertNodeAfter(k1, n1);
    break;

case 4:

    cout << "Delete Node By Key Operation - \nEnter key of the Node to be deleted: " << endl;
    cin >> k1;
    obj.deleteNodeByKey(k1);

    break;
case 5:
    cout << "Update Node By Key Operation - \nEnter key & NEW data to be updated" << endl;
    cin >> key1;
    cin >> data1;
    obj.updateNodeByKey(key1, data1);

    break;
case 6:
    obj.printList();

    break;
case 7:
    system("cls");
    break;
default:
    cout << "Enter Proper Option number " << endl;
}

} while (option != 0);

return 0;
}

```

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What operation do you want to perform? Select Option number. Enter 0 to exit.

1. appendNode()
2. prependNode()
3. insertNodeAfter()
4. deleteNodeByKey()
5. updateNodeByKey()
6. print()
7. Clear Screen

Enter Your Choice Here :6

No Nodes in Circular Linked List

What operation do you want to perform? Select Option number. Enter 0 to exit.

1. appendNode()
2. prependNode()
3. insertNodeAfter()
4. deleteNodeByKey()
5. updateNodeByKey()
6. print()
7. Clear Screen

Enter Your Choice Here :1

Append Node Operation

Enter key & data of the Node to be Appended

1

30

Node Appended at first Head position

What operation do you want to perform? Select Option number. Enter 0 to exit.

1. appendNode()
2. prependNode()
3. insertNodeAfter()
4. deleteNodeByKey()
5. updateNodeByKey()
6. print()
7. Clear Screen

Enter Your Choice Here :1

Append Node Operation

Enter key & data of the Node to be Appended

2

50

Node Appended

What operation do you want to perform? Select Option number. Enter 0 to exit.

1. appendNode()
2. prependNode()
3. insertNodeAfter()
4. deleteNodeByKey()
5. updateNodeByKey()
6. print()
7. Clear Screen

Enter Your Choice Here :2

Prepend Node Operation

Enter key & data of the Node to be Prepended

5

70

Node Prepended

What operation do you want to perform? Select Option number. Enter 0 to exit.

1. appendNode()
2. prependNode()
3. insertNodeAfter()
4. deleteNodeByKey()





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What operation do you want to perform? Select Option number. Enter 0 to exit.

1. appendNode()
2. prependNode()
3. insertNodeAfter()
4. deleteNodeByKey()
5. updateNodeByKey()
6. print()
7. Clear Screen

Enter Your Choice Here :6

head address : 0x7aa4f0

Circular Linked List Values :

(5,70,0x7a6cc8) --> (1,30,0x7aa4d8) --> (2,50,0x7aa4f0) -->

What operation do you want to perform? Select Option number. Enter 0 to exit.

1. appendNode()
2. prependNode()
3. insertNodeAfter()
4. deleteNodeByKey()
5. updateNodeByKey()
6. print()
7. Clear Screen

Enter Your Choice Here :4

Delete Node By Key Operation -

Enter key of the Node to be deleted:

1

Node UNLINKED with keys value : 1

What operation do you want to perform? Select Option number. Enter 0 to exit.

1. appendNode()
2. prependNode()
3. insertNodeAfter()
4. deleteNodeByKey()
5. updateNodeByKey()
6. print()
7. Clear Screen

Enter Your Choice Here :5

Update Node By Key Operation -

Enter key & NEW data to be updated

2

40

Node Data Updated Successfully

What operation do you want to perform? Select Option number. Enter 0 to exit.

1. appendNode()
2. prependNode()
3. insertNodeAfter()
4. deleteNodeByKey()
5. updateNodeByKey()
6. print()
7. Clear Screen

Enter Your Choice Here :6

head address : 0x7aa4f0

Circular Linked List Values :

(5,70,0x7aa4d8) --> (2,40,0x7aa4f0) -->

What operation do you want to perform? Select Option number. Enter 0 to exit.

1. appendNode()
2. prependNode()
3. insertNodeAfter()
4. deleteNodeByKey()



# Doubly Linked List

```
#include<iostream>
using namespace std;

class Node {
public:
    int key;
    int data;
    Node * next;
    Node * previous;

    Node() {
        key = 0;
        data = 0;
        next = NULL;
        previous = NULL;
    }
    Node(int k, int d) {
        key = k;
        data = d;
    }
};

class DoublyLinkedList {

public:
    Node * head;

    DoublyLinkedList() {
        head = NULL;
    }
    DoublyLinkedList(Node * n) {
        head = n;
    }

    // 1. Check if node exists using key value

    Node * nodeExists(int k) {
        Node * temp = NULL;
        Node * ptr = head;

        while (ptr != NULL) {
```

---

```

    if (ptr -> key == k) {
        temp = ptr;
    }
    ptr = ptr -> next;
}

return temp;
}

// 2. Append a node to the list

void appendNode(Node * n) {
    if (nodeExists(n -> key) != NULL) {
        cout << "Node Already exists with key value : " << n -> key << ". Append another node with different Key value" << endl;
    } else {
        if (head == NULL) {
            head = n;
            cout << "Node Appended as Head Node" << endl;
        } else {
            Node * ptr = head;
            while (ptr -> next != NULL) {
                ptr = ptr -> next;
            }
            ptr -> next = n;
            n -> previous = ptr;
            cout << "Node Appended" << endl;
        }
    }
}

// 3. Prepend Node - Attach a node at the start
void prependNode(Node * n) {
    if (nodeExists(n -> key) != NULL) {
        cout << "Node Already exists with key value : " << n -> key << ". Append another node with different Key value" << endl;
    } else {
        if (head == NULL) {
            head = n;
            cout << "Node Prepended as Head Node" << endl;
        } else {
            head -> previous = n;

```

```

    n -> next = head;
    head = n;
    cout << "Node Prepended" << endl;
}

}

}

// 4. Insert a Node after a particular node in the list
void insertNodeAfter(int k, Node * n) {
    Node * ptr = nodeExists(k);
    if (ptr == NULL) {
        cout << "No node exists with key value: " << k << endl;
    } else {
        if (nodeExists(n -> key) != NULL) {
            cout << "Node Already exists with key value : " << n -> key << ". Append another node with different Key value" << endl;
        } else {
            Node * nextNode = ptr -> next;
            // inserting at the end
            if (nextNode == NULL) {
                ptr -> next = n;
                n -> previous = ptr;
                cout << "Node Inserted at the END" << endl;
            }

            //inserting in between
            else {
                n -> next = nextNode;
                nextNode -> previous = n;
                n -> previous = ptr;
                ptr -> next = n;

                cout << "Node Inserted in Between" << endl;
            }
        }
    }
}

// 5. Delete node by unique key. Basically De-Link not delete

```

```

void deleteNodeByKey(int k) {
    Node * ptr = nodeExists(k);
    if (ptr == NULL) {
        cout << "No node exists with key value: " << k << endl;
    } else {

        if (head -> key == k) {
            head = head -> next;
            cout << "Node UNLINKED with keys value : " << k << endl;
        } else {
            Node * nextNode = ptr -> next;
            Node * prevNode = ptr -> previous;
            // deleting at the end
            if (nextNode == NULL) {

                prevNode -> next = NULL;
                cout << "Node Deleted at the END" << endl;
            }

            //deleting in between
            else {
                prevNode -> next = nextNode;
                nextNode -> previous = prevNode;
                cout << "Node Deleted in Between" << endl;
            }
        }
    }
}

// 6th update node
void updateNodeByKey(int k, int d) {

    Node * ptr = nodeExists(k);
    if (ptr != NULL) {
        ptr -> data = d;
        cout << "Node Data Updated Successfully" << endl;
    } else {
        cout << "Node Doesn't exist with key value : " << k << endl;
    }
}

```

```

// 7th printing
void printList() {
    if (head == NULL) {
        cout << "No Nodes in Doubly Linked List";
    } else {
        cout << endl << "Doubly Linked List Values : ";
        Node * temp = head;

        while (temp != NULL) {
            cout << "(" << temp -> key << ", " << temp -> data << ") <--> ";
            temp = temp -> next;
        }
    }
}

};

int main() {

    DoublyLinkedList obj;
    int option;
    int key1, k1, data1;
    do {
        cout << "\nWhat operation do you want to perform? Select Option number. Enter 0 to exit." << endl;
        cout << "1. appendNode()" << endl;
        cout << "2. prependNode()" << endl;
        cout << "3. insertNodeAfter()" << endl;
        cout << "4. deleteNodeByKey()" << endl;
        cout << "5. updateNodeByKey()" << endl;
        cout << "6. print()" << endl;
        cout << "7. Clear Screen" << endl << endl;

        cin >> option;
        Node * n1 = new Node();
        //Node n1;

        switch (option) {
            case 0:
                break;

```

case 1:

```
cout << "Append Node Operation \nEnter key & data of the Node to be Appended" << endl;
cin >> key1;
cin >> data1;
n1 -> key = key1;
n1 -> data = data1;
obj.appendNode(n1);
//cout<<n1.key<<" = "<<n1.data<<endl;
break;
```

case 2:

```
cout << "Prepend Node Operation \nEnter key & data of the Node to be Prepended" << endl;
cin >> key1;
cin >> data1;
n1 -> key = key1;
n1 -> data = data1;
obj.prependNode(n1);
break;
```

case 3:

```
cout << "Insert Node After Operation \nEnter key of existing Node after which you want to Insert this New node: " << endl;
cin >> k1;
cout << "Enter key & data of the New Node first: " << endl;
cin >> key1;
cin >> data1;
n1 -> key = key1;
n1 -> data = data1;

obj.insertNodeAfter(k1, n1);
break;
```

case 4:

```
cout << "Delete Node By Key Operation - \nEnter key of the Node to be deleted: " << endl;
cin >> k1;
obj.deleteNodeByKey(k1);

break;
```

case 5:

```
cout << "Update Node By Key Operation - \nEnter key & NEW data to be updated" << endl;
cin >> key1;
```

```
cin >> data1;
obj.updateNodeByKey(key1, data1);

break;
case 6:
    obj.printList();

    break;
case 7:
    system("cls");
    break;
default:
    cout << "Enter Proper Option number " << endl;
}

} while (option != 0);

return 0;
}
```



D:\Pros\DS\doublyll.exe

What operation do you want to perform? Select Option number. Enter 0 to exit.

1. appendNode()
2. prependNode()
3. insertNodeAfter()
4. deleteNodeByKey()
5. updateNodeByKey()
6. print()
7. Clear Screen

Enter Your Choice Here :6

No Nodes in Doubly Linked List

What operation do you want to perform? Select Option number. Enter 0 to exit.

1. appendNode()
2. prependNode()
3. insertNodeAfter()
4. deleteNodeByKey()
5. updateNodeByKey()
6. print()
7. Clear Screen

Enter Your Choice Here :1

Append Node Operation

Enter key & data of the Node to be Appended

1

45

Node Appended as Head Node

What operation do you want to perform? Select Option number. Enter 0 to exit.

1. appendNode()
2. prependNode()
3. insertNodeAfter()
4. deleteNodeByKey()
5. updateNodeByKey()
6. print()
7. Clear Screen

Enter Your Choice Here :1

Append Node Operation

Enter key & data of the Node to be Appended

2

55

Node Appended

What operation do you want to perform? Select Option number. Enter 0 to exit.

1. appendNode()
2. prependNode()
3. insertNodeAfter()
4. deleteNodeByKey()
5. updateNodeByKey()
6. print()
7. Clear Screen

Enter Your Choice Here :2

Prepend Node Operation

Enter key & data of the Node to be Prepend

7

30

Node Prepend

What operation do you want to perform? Select Option number. Enter 0 to exit.

1. appendNode()
2. prependNode()
3. insertNodeAfter()
4. deleteNodeByKey()

D:\Pros\DS\doublyll.exe

What operation do you want to perform? Select Option number. Enter 0 to exit.

1. appendNode()
2. prependNode()
3. insertNodeAfter()
4. deleteNodeByKey()
5. updateNodeByKey()
6. print()
7. Clear Screen

Enter Your Choice Here :6

Doubly Linked List Values : (7,30) <--> (1,45) <--> (2,55) <-->

What operation do you want to perform? Select Option number. Enter 0 to exit.

1. appendNode()
2. prependNode()
3. insertNodeAfter()
4. deleteNodeByKey()
5. updateNodeByKey()
6. print()
7. Clear Screen

Enter Your Choice Here :4

Delete Node By Key Operation -

Enter key of the Node to be deleted:

2

Node Deleted at the END

What operation do you want to perform? Select Option number. Enter 0 to exit.

1. appendNode()
2. prependNode()
3. insertNodeAfter()
4. deleteNodeByKey()
5. updateNodeByKey()
6. print()
7. Clear Screen

Enter Your Choice Here :5

Update Node By Key Operation -

Enter key & NEW data to be updated

7

50

Node Data Updated Successfully

What operation do you want to perform? Select Option number. Enter 0 to exit.

1. appendNode()
2. prependNode()
3. insertNodeAfter()
4. deleteNodeByKey()
5. updateNodeByKey()
6. print()
7. Clear Screen

Enter Your Choice Here :6

Doubly Linked List Values : (7,50) <--> (1,45) <-->

What operation do you want to perform? Select Option number. Enter 0 to exit.

1. appendNode()
2. prependNode()
3. insertNodeAfter()
4. deleteNodeByKey()
5. updateNodeByKey()
6. print()
7. Clear Screen

Enter Your Choice Here :\_