#include<stdio.h>

#include<conio.h>

#include<stdlib.h>

int count =0;

struct list

{

int data;

struct list \*llink,\*rlink;

}\*temp,\*newnode,\*l=NULL,\*r=NULL;

void insbeg(int);

void insend(int);

void create()

{

int x;

struct list \*newnode;

printf("Enter the data to be inserted:");

scanf("%d",&x);

newnode=(struct list \*)malloc(sizeof(struct list));

newnode->data=x;

newnode->llink=NULL;

newnode->rlink=NULL;

l=newnode;

temp=newnode;

r=newnode;

count++;

while(1)

{

printf("Enter the data to the node:(enter 0 to stop)");

scanf("%d",&x);

if(x=0) break;

newnode=(struct list \*)malloc(sizeof(struct list));

newnode->data=x;

newnode->rlink=NULL;

temp->rlink=newnode;

newnode->llink=temp;

temp=temp->rlink;

r=newnode;

count++;

}

}

void insbeg()

{

newnode=(struct list \*)malloc(sizeof(struct list));

printf("enter the data to the node:");

scanf("%d",&x);

newnode->data=x;

newnode->rlink=l;

newnode->llink=NULL;

l->llink=newnode;

l=newnode;

count++;

}

void inspos()

{

int pos,x,i;

temp=l;

printf("enter the position of insertion:");

scanf("%d",&pos);

printf("enter the data to the node:");

scanf("%d",&x);

for(i=1;i<pos-1;i++)

temp=temp->rlink;

newnode=(struct list \*)malloc(sizeof(struct list));

newnode->data=x;

newnode->rlink=temp->rlink;

newnode->llink=temp;

temp->rlink->llink=newnode;

temp->rlink=newnode;

count++;

}