

Node.next = null

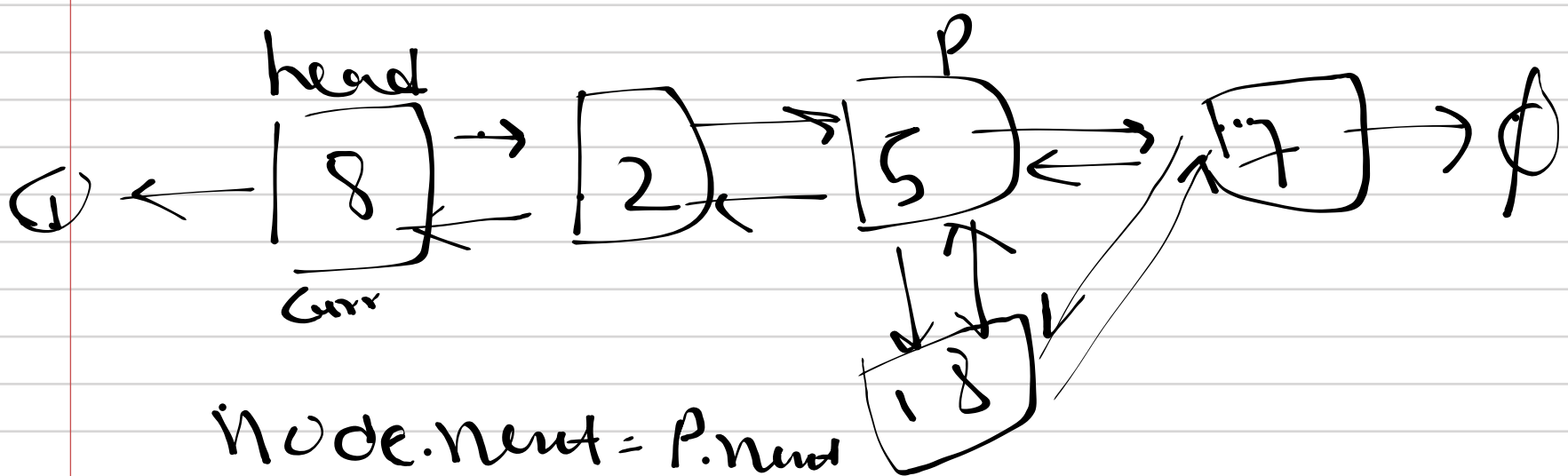
last.next = Node

Node.prev = last

if (head == null

head = Node

Node.prev = null



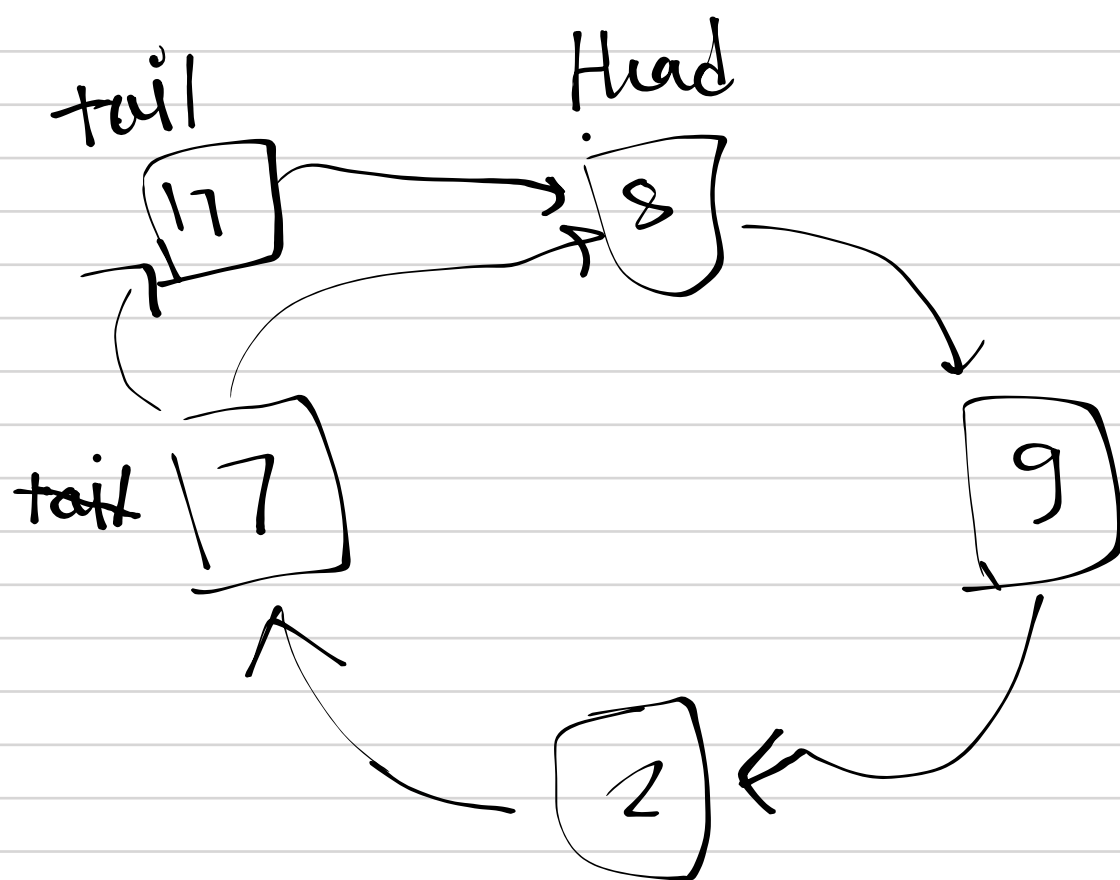
Node.next = P.next

P.next = Node

Node.prev = P

Node.next.prev = Node

↓
this may give null



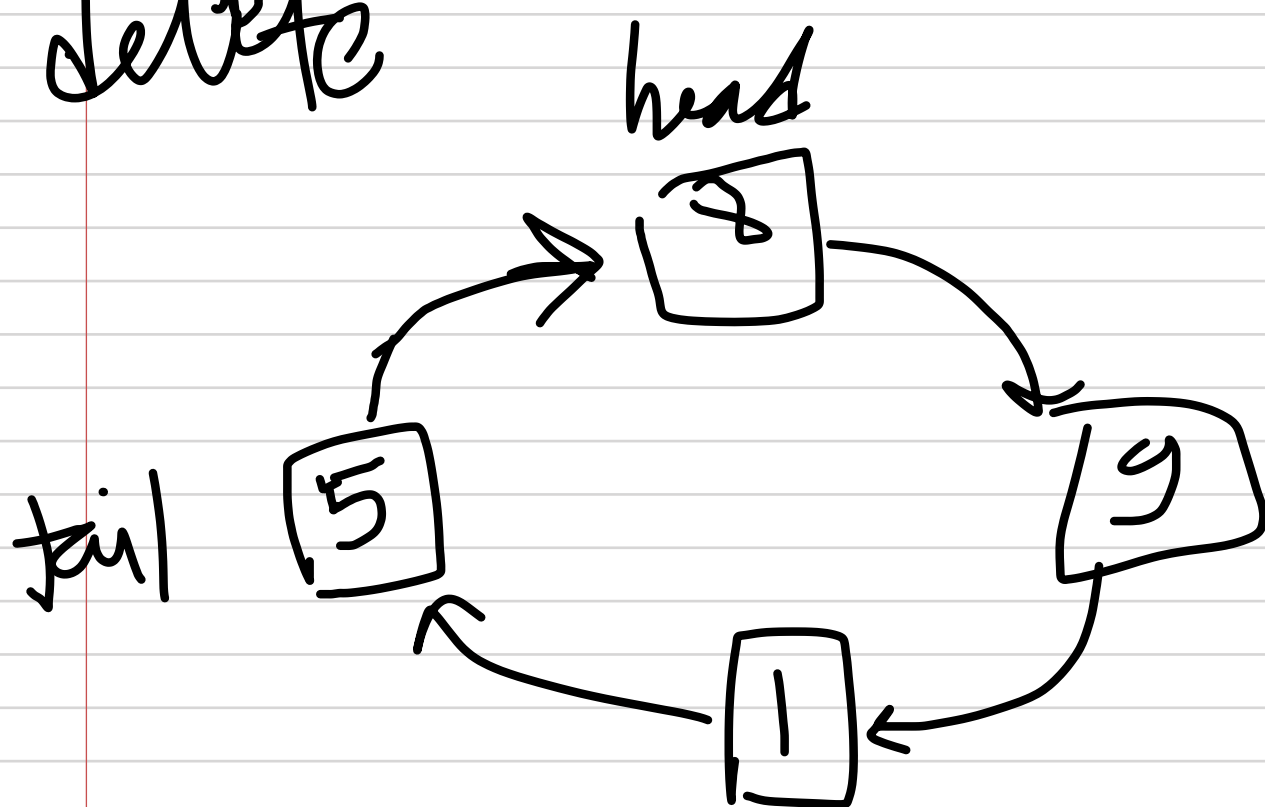
```

class Node {
  int val;
  Node next;
}
  
```

$tail.next = node$
 $node.next = head$
 $tail = node$

if $[head == \phi]$
 $head = node$
 $tail = node$

delete



val = 1

node.