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INPUT:

```
#include <stdio.h>
#include < stdlib.h>
#include <string.h>
typedef struct Tab {
 int pageID;
 char url[100];
 struct Tab *prev, *next;
} Tab;
Tab *head = NULL, *current = NULL;
int pageCounter = 1;
// Function to create a new tab
Tab* createTab(char url[]) {
 Tab *newTab = (Tab*)malloc(sizeof(Tab));
 newTab->pageID = pageCounter++;
 strcpy(newTab->url, url);
 newTab->prev = newTab->next = NULL;
 return newTab:
}
// Visit a new page
void visitNewPage() {
  char url[100];
```

```
printf("Enter URL: ");
  scanf("%s", url);
 Tab *newTab = createTab(url);
 if (head == NULL) {
   head = newTab;
   current = newTab;
 } else {
    current->next = newTab;
    newTab->prev = current;
   current = newTab;
 }
 printf("Visited: %s (PageID: %d)\n", current->url, current->pageID);
}
// Move forward
void goForward() {
 if (current != NULL && current->next != NULL) {
   current = current->next;
    printf("Moved Forward → %s (PageID: %d)\n", current->url, current->pageID);
 } else {
    printf("No next tab available!\n");
 }
}
// Move backward
void goBack() {
 if (current != NULL && current->prev != NULL) {
    current = current->prev;
    printf("Moved Back ← %s (PageID: %d)\n", current->url, current->pageID);
 } else {
   printf("No previous tab available!\n");
 }
```

```
}
// Show current tab
void showCurrentTab() {
 if (current != NULL) {
    printf("Current Tab → %s (PageID: %d)\n", current->url, current->pageID);
 } else {
   printf("No tab open!\n");
 }
}
// Close current tab
void closeCurrentTab() {
 if (current == NULL) {
    printf("No tab to close!\n");
   return;
 }
  printf("Closing tab: %s (PageID: %d)\n", current->url, current->pageID);
 if (current->prev != NULL)
    current->prev->next = current->next;
  if (current->next != NULL)
   current->next->prev = current->prev;
 Tab *temp = NULL;
 if (current->next != NULL)
   temp = current->next;
  else
   temp = current->prev;
 if (current == head)
   head = current->next;
 free(current);
 current = temp;
}
```

```
// Show all history
void showHistory() {
 Tab *temp = head;
 if (temp == NULL) {
    printf("No history available!\n");
   return;
 }
  printf("Browser History:\n");
 while (temp != NULL) {
    printf("PageID: %d, URL: %s\n", temp->pageID, temp->url);
   temp = temp->next;
 }
}
int main() {
 int choice;
 while (1) {
    printf("\n===== Browser Menu =====\n");
    printf("1. Visit a New Page\n");
    printf("2. Go Back\n");
    printf("3. Go Forward\n");
    printf("4. Show Current Tab\n");
    printf("5. Close Current Tab\n");
    printf("6. Show History\n");
    printf("7. Exit\n");
    printf("Enter choice: ");
    scanf("%d", &choice);
   switch (choice) {
      case 1: visitNewPage(); break;
      case 2: goBack(); break;
      case 3: goForward(); break;
```

```
case 4: showCurrentTab(); break;
     case 5: closeCurrentTab(); break;
     case 6: showHistory(); break;
     case 7: exit(0);
     default: printf("Invalid choice!\n");
   }
 }
 return 0;
}
OUTPUT:
==== Browser Menu =====
1. Visit a New Page
2. Go Back
3. Go Forward
4. Show Current Tab
5. Close Current Tab
6. Show History
7. Exit
Enter choice: 1
Enter URL: google.com
Visited: google.com (PageID: 1)
==== Browser Menu =====
Enter choice: 1
Enter URL: youtube.com
Visited: youtube.com (PageID: 2)
==== Browser Menu =====
Enter choice: 1
Enter URL: github.com
```

Visited: github.com (PageID: 3)

```
==== Browser Menu =====
Enter choice: 4
Current Tab → github.com (PageID: 3)
==== Browser Menu =====
Enter choice: 2
Moved Back ← youtube.com (PageID: 2)
==== Browser Menu =====
Enter choice: 2
Moved Back ← google.com (PageID: 1)
==== Browser Menu =====
Enter choice: 3
Moved Forward → youtube.com (PageID: 2)
==== Browser Menu =====
Enter choice: 6
Browser History:
PageID: 1, URL: google.com
PageID: 2, URL: youtube.com
PageID: 3, URL: github.com
==== Browser Menu =====
Enter choice: 5
Closing tab: youtube.com (PageID: 2)
==== Browser Menu =====
Enter choice: 6
Browser History:
PageID: 1, URL: google.com
PageID: 3, URL: github.com
==== Browser Menu =====
Enter choice: 7
```

Exiting...