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FULL CODE:

```c
#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;

}
```

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// 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) {
```

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      current = current->prev;

      printf("Moved Back \u2190 %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 \u2192 %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;
```

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        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");
```

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        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;

}
```