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Course: DSA

## Lab tasks

## **INSERTION AT START AND END**

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

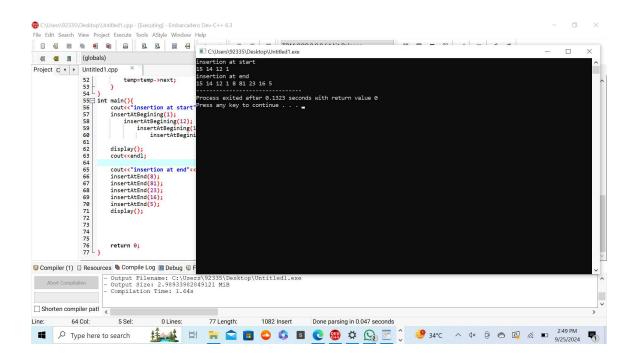
```
struct Node{
    int data;
    Node *next;
    Node *prev;
    };
Node *head=NULL;
```

```
void insertAtBegining(int n){
   Node *newnode=new Node;
       newnode->data=n;
      newnode->next=head;
      newnode->prev=NULL;
         if(head!=NULL)
               {
         head->prev=newnode;
               }
        head=newnode;
            }
  void insertAtEnd(int n)
            {
      Node *newnode=new Node;
           newnode->data=n;
       newnode->next=NULL;
         newnode->prev=NULL;
         if(head==NULL)
               {
            head=newnode;
```

```
return;
              }
      Node *temp=head;
   while(temp->next!=NULL)
              {
          temp=temp->next;
              }
    temp->next=newnode;
    newnode->prev=temp;
           }
    void display(){
      Node *temp=head;
     while(temp!=NULL){
       cout<<temp->data<<" ";
          temp=temp->next;
              }
           }
      int main(){
cout<<"insertion at start"<<endl;</pre>
     insertAtBegining(1);
         insertAtBegining(12);
```

```
insertAtBegining(14);
                 insertAtBegining(15);
           display();
          cout<<endl;
cout<<"insertion at end"<<endl;</pre>
        insertAtEnd(8);
       insertAtEnd(81);
       insertAtEnd(23);
       insertAtEnd(16);
        insertAtEnd(5);
           display();
           return 0;
           }
```

**OUTPUT:** 



## **DELETION AT START AND END**

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

struct Node {
   int data;
   Node* next;
   Node* prev;
   };

Node* head = NULL;
```

```
void insertAtBegining(int n) {
Node* newnode = new Node;
     newnode->data = n;
   newnode->next = head;
   newnode->prev = NULL;
      if (head != NULL) {
    head->prev = newnode;
              }
      head = newnode;
             }
 void deleteAtBegining() {
      if (head == NULL) {
cout << "List is empty." << endl;</pre>
            return;
              }
     Node* temp = head;
     head = head->next;
      if (head != NULL) {
      head->prev = NULL;
              }
```

```
delete temp;
           }
   void deleteAtEnd() {
     if (head == NULL) {
cout << "List is empty." << endl;
           return;
             }
       Node *temp=head;
    while(temp->next!=NULL)
               {
           temp=temp->next;
               }
      if(temp->prev!=NULL)
               {
        temp->prev->next=NULL;
                return;
               }
              head=NULL;
          delete temp;
               }
```

```
void display() {
cout << "Data elements in the linked list are: ";</pre>
             Node* temp = head;
            while (temp != NULL) {
           cout << temp->data << " ";
              temp = temp->next;
                       }
                 cout << endl;
                      }
                 int main() {
      cout<<"insertion at start"<<endl;
                insertAtBegining(1);
                    insertAtBegining(12);
                        insertAtBegining(14);
                            insertAtBegining(15);
                      display();
                deleteAtBegining();
```

OUTPUT:

