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AOS LAB

Insert a node at the beginning and end of the list

// inserting at the beginning

Void insertB(Node* head, int data)

{

~~if~~

Node* temp = new Node();

temp->data = data;

temp->npx = XOR(NULL, head);

if (head == NULL)

head = temp;

else

{ head->npx = XOR(temp, head->npx);

temp head = temp;

}

}

// inserting at the end.

Void insertE(Node* head, int data)

{

Node* temp = new Node();

temp->data = data;

~~while~~

Node* curr = head;

Node* prev = NULL;

while (curr != NULL)

{ ~~curr~~ next = XOR(prev, curr->npn);

prev = curr;

curr = next;

}

~~prev~~ prev->npn = XOR(prev->npn, temp);

temp->~~next~~ npn = XOR(prev, NULL);

}