```
void insert_beg()
{
    struct node * new_node;
    new_node = ( struct node *) malloc (size of (struct
                                               node)),
    printf (" Enter item"),
    scanf (" %d ", & new_node -> data);
    new_node -> next = NULL;
    new_node -> prev = NULL;
    if (head == NULL)
    {
        head = new_node;
    }
    else
    {
        new_node -> next = head;
        head -> prev = new_node;
        head = new_node;
    }
}

void insert_end()
{
    struct node * new_node, *temp;
    new_node = ( struct node *) malloc (size of (struct node));
    printf (" Enter item :")
    scanf (" %d", & new_node -> data)
    new_node -> next = NULL;
    new_node -> prev = NULL;
```

```
    if ( head == NULL)
    {
            head = new - node,
    }
    else
    {
        temp = head,
        while ( temp -> next != NULL)
        temp = temp -> next,
        temp -> next = new node,
        new- node => prev= temp ,
    }
}

void insert - between ()
    int ele,
    struct node *newnode, *temp ;
    printf (" Enter element in list "),
    scanf (" %d", &ele );
    new- node = ( struct node *) malloc ( size of (struct
                                                      node)),
    printf (" Enter new node data: "),
    scanf (" %d ", newnode -> data ),
    new- node -> next = NULL,
    new- node -> prev = NULL,
```

```
if (head == NULL)
{
    printf (" Empty list \n");
}
    temp = head;
    while ( temp -> data != ele)
    {
        temp = temp -> next;
        if ( temp == NULL)
        {
            printf (" Element not in list"),
            return;
        }
    }
    new_node -> next = temp -> next
    temp -> next = newnode;
    new_node -> prev = temp;
    new_node -> next -> prev = new_node;
}
```

```c
void del ()
{
    struct node* temp;
    int ele;
    if (head == NULL)
    {
        printf (" Empty list \n");
        return;
    }
    printf ("Enter element to be deleted :\n");
    scanf (" %d, &ele);
    temp = head;
    while( temp -> data != ele)
    {
        temp = temp -> next;
        if ( temp == NULL)
        {
            printf (" Element is not in list \n");
            break;
        }
    }
    if ( temp == head)
        head = head -> next;
}
```

```c
    else if (temp -> next = NULL)
    {
            temp = temp -> prev;
            temp -> next = NULL;
    }
        else
        {
            temp -> prev -> next = temp -> next;
            temp -> next -> prev = temp -> prev;
        }
    }

void display ()
{
    struct node * temp;
    temp = head;
    while ( temp != NULL)
    {
        printf (" %d \t", temp -> data);
        temp = temp -> next;
    }
        printf (" \n");
}
```