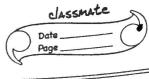


typedel stouch Node E int dela. Stoud Node "previ Stoud Node * next! I node Void west At End (node * head int d) & node *n, + tmp = head. if (head == NULL) & *head = (node ") malloc (size of (node)); (* head) -> prev = NULL; (*head) + dola -d (* head) - next = NULL; while (temp -) next 1 = NULL) & temp = temp -> next; 3 n=(node) malloc (speaf (node)); n-) data = di n - next = NULL; n-prev = temp; temponext=ni void insert Left (nodo +th, int d, int ele) & noole theod = thi if (head - data = = ele) & noce * temp / = NULL; temp1 = (node 1) mallo c (sye of (node)); temp 1 -> prev = NULL,



temp 1 - dala . d templ + next: th; (th) - pres = templ; *h = temp1; node * temp: whole (head != NULL) & if (head = > dola = = de) { head: head -> prev; tem = (node +) molloc (size of (node)), temp -> data = d; temp -> prev = Read; temp -> next = head -> next; temp -> next -> proex = temp; head -) next = temp; Break; else & head > ne+f; 3 Void deleleNode (rock ** head, int d) & node +temp = + head; if (* hood = = NULL) & print ("No clement in the lit to delete in"), selm; ash le (temp! = NULL) & if (tem > deta == 1) {



if (temp = = * head) { * Lead, (* Lead) -) next; (*Lead)->prev. NULL; elie if (temp > next = = NULL) & temp >pxev > ne++ = NULL; printf(""/d was deleted \n",d); printf ("1.d is not present in the list in", of) Void diplay & (node **herd) & pront f(" Emply lot \n"); while (hood!=NULL) & print(" 4 <- 1/0 0-> "Lead -> data) head = head -> nord , pointf(" & m").