1BM19CS053
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typedef struct Node {
    int data;
    struct Node *prev;
    struct Node *next;
} node;

Void insertAtEnd (node **head, int d) {
    node *n, *temp = head;
    if (head == NULL) {
        *head = (node*) malloc (sizeof(node));
        (*head) -> prev = NULL;
        (*head) -> data = d
        (*head) -> next = NULL;
    }
    else {
    while (temp -> next != NULL) {
        temp = temp -> next; }
    n = (node*) malloc (sizeof (node));
    n -> data = d;
    n -> next = NULL;
    n -> prev = temp;
    temp -> next = n;
}

Void insertLeft (node **h, int d, int ele) {
    node *head = *h;
    if (head -> data == ele) {
        node *temp1 = NULL;
        temp1 = (node*) malloc (sizeof (node));
        temp1 -> prev = NULL;
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temp1->data = d
temp1->next = *h;
(*h)->prev = temp1;
*h = temp1;
}
}

node *temp;
while (head != NULL) {
    if (head->data == de) {
     head = head->prev;
     temp = (node*) malloc (sizeof(node));
     temp->data = d;
     temp->prev = head;
     temp->next = head->next;
     temp->next->prev = temp;
     head->next = temp;
     break;
    }
    else {
      head = head->next;
    }
}

Void deleteNode (node **head, int d) {
  node *temp = *head;
  if (*head == NULL) {
  printf("No elements in the list to delete\n");
  return;
  }
  while (temp != NULL) {
    if (temp->data == d) {
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if(temp == *head) {
    *head = (*head)->next;
    (*head)->prev = NULL;
}
else if(temp->next == NULL) {
    temp->prev->next = NULL;
    free(temp);
}
printf("%d was deleted\n", d);
return;
}
temp = temp->next;
}
printf("%d is not present in the list\n", d);
}

void display(node **head) {
    if(head == NULL) {
        printf("Empty list\n");
        return;
    }
    while(head != NULL) {
        printf("<-%d->", head->data);
        head = head->next;
    }
    printf("\n");
}
```