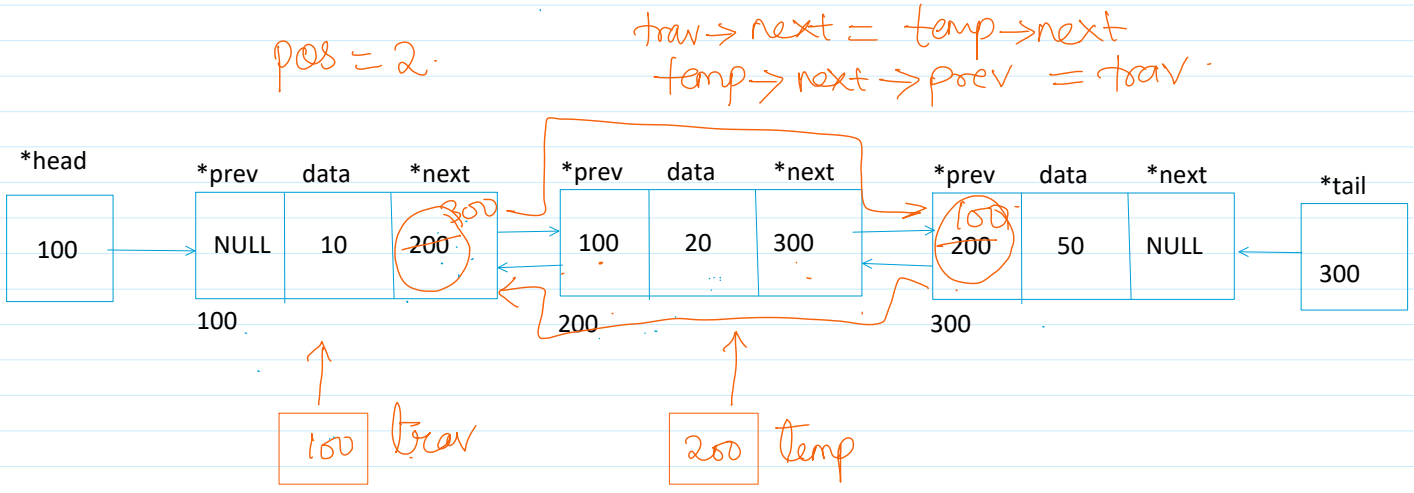
02 November 2023 14:27

If List is empty — Print : list is empty

If pos == 1 — Delete_first()

If pos == count — Delete_last()

If pos < 1 or pos > count — Invalid Position



300 -> prev = 100;

200 -> next -> prev = 100;

(4) temp -> next -> prev = trav;

100 -> next = 300

trav -> next = 200 -> next

(3) trav -> next = temp -> next

(1) Traverse till pos-1 node

(2) Copy the pos node in temp pointer.

(3) Create a forward connection between pos-1 node and pos+1 node.

(4) Create a backward connection between pos+1 node and pos-1 node.

(5) free the pos node → free(temp); temp = NULL;