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@author Eyasu Yidnekachew Asres
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#include <iostream>
using namespace std;
struct Node{
    int num;
    Node* next;
    Node* prev;
Node* head = NULL;
Node* tail = NULL;
int nodeCounter = 0;
Node* createData(){
   Node* newNode = new Node;
    cout << "\tEnter Number:</pre>
    cin >> newNode->num;
    newNode->next = NULL;
    newNode->prev = NULL;
    nodeCounter++;
    return newNode;
void insertAtProperPosition(){
    Node *newNode = createData();
    int num = newNode->num;
    Node *temp = head;
    if (head == NULL)
        head = newNode;
        tail = newNode;
        return;
    while (temp != NULL)
        if (num < temp->num)
            if (temp->prev != NULL)
                temp->prev->next = newNode;
                newNode->next = temp;
                newNode->prev = temp->prev;
                temp->prev = newNode;
                newNode->next = temp;
                temp->prev = newNode;
                head = newNode;
            return;
        if (temp->next == NULL)
            break;
        temp = temp->next;
    temp->next = newNode;
    newNode->prev = temp;
    tail = newNode;
int search(int key){
    Node *temp = head;
   while (temp != NULL)
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if (temp->num == key){
            cout << endl << "Found! " << key << " is " << i</pre>
            return i;
        temp = temp->next;
    cout << "\nNot found!\n";</pre>
    return -1;
int deleteFirst(){
    if (head == NULL){
        cout << "No data!";</pre>
        return 0;
    if (nodeCounter == 1){
    Node* temp = head;
    head = NULL;
    delete temp;
    nodeCounter--;
        Node* temp = head;
        head->next->prev = NULL;
        head = head->next;
        delete temp;
        nodeCounter--;
    cout << "\tItem deleted successfully!\n";</pre>
    return 0;
int deleteLast(){
    if (head == NULL){
    cout << "No data!";</pre>
        return 0;
    if (nodeCounter == 1){
        Node* temp = head;
        head = NULL;
        delete temp;
        nodeCounter--;
        Node *temp = tail;
        tail = tail->prev;
        tail->next = NULL;
        delete temp;
        nodeCounter--;
    cout << "\tItem deleted successfully!\n";</pre>
    return 0;
int deleteTheMid(){
    int pos;
    cout << "\tSelect Item: ";</pre>
    cin >> pos;
    if (pos < 0 || pos > nodeCounter + 1){
        cout << "No item found at this position\n";</pre>
        return 0;
    if (pos == 1){
        deleteFirst();
    } else if (pos == nodeCounter + 1){
        deleteLast();
        Node* temp = head;
        pos--;
        while (--pos){
            temp = temp->next;
        Node* deleteItem = temp->next;
        temp->next = deleteItem->next;
        temp->next->prev = temp;
        delete deleteItem;
        nodeCounter--;
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cout << "\tItem deleted successfully!\n";</pre>
    return 0;
void printData(){
    Node *temp = head;
    while (temp != NULL)
         cout << temp->num << " ";</pre>
         temp = temp->next;
         cout << endl;</pre>
int menu(){
    cout << "1. Insert Data\n"</pre>
    << "2. Delete the first item\n"
<< "3. Delete the last item\n"
<< "4. Delete at any pos\n"</pre>
    << "5. print item\n"
    << "Other close the program\n"
<< "Choose number: ";</pre>
    int num;
    cin >> num;
    switch (num)
    case 1:
         insertAtProperPosition();
         cout << endl;</pre>
         break;
         deleteFirst();
         cout << endl;</pre>
         break;
         deleteLast();
         cout << endl;</pre>
         break;
    case 4:
         deleteTheMid();
         cout << endl;</pre>
    case 5:
         printData();
         cout << endl;
         break;
    case 6:
         cout << "Enter the number you want to search: ";</pre>
         int num;
         cin >> num;
         search(num);
         cout << endl;</pre>
         break;
    default:
         break;
int main(){
    int stop;
    while(stop != -1){
         stop = menu();
    return 0;
```