

```

struct node {
    int data;
    struct node * next;
    struct node * prev;
};

struct node * head == NULL;

void insert_beg() {
    struct node * new_node;
    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 (sizeof (struct node));
    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() {
    if (head == NULL) {
        printf("empty");
    }
    while (temp->data != list_ele) {
        temp = temp->next;
    }
    if (temp == NULL) {
        printf("Element is not in list");
    }
    new_node->next = temp->next;
    temp->next = new_node;
    new_node->prev = temp;
    temp->prev = new_node;
}

```



```
void del() {  
    if (empty())  
        while (temp->data != ek) {  
            temp = temp->next;  
        }  
    if (temp == NULL) {  
        printf("Element not in list");  
        break;  
    }  
    if (temp == head) { head = head->next; }  
    else if (temp->next == NULL) {  
        temp = temp->prev;  
        temp->next = NULL;  
    }  
    else { temp->prev->next = temp->next;  
            temp->next->prev = temp->prev;  
        }  
    display();  
    while (temp != NULL) {  
        printf("%d", temp->data);  
        temp = temp->next;  
    }  
}
```