

1. push_front(int Val)

Inserts a new node at the beginning of the list.

- Creates a new node with the given value.
- If the list is empty, the new node becomes both Head and Tail.
- Otherwise:
 - The new node's Next pointer is set to the current Head.
 - The current Head's Prev pointer is set to the new node.
 - The Head is updated to the new node.

2. push_back(int Val)

Inserts a new node at the end of the list.

- Creates a new node with the given value.
- If the list is empty, the new node becomes both Head and Tail.
- Otherwise:
 - The current Tail's Next pointer is set to the new node.
 - The new node's Prev pointer is set to the current Tail.
 - The Tail is updated to the new node.

3. insert(int Val, int Pos)

Inserts a new node at a specified position.

- If the position is invalid (< 0), it prints an error.
- If inserting at position 0, it calls push_front(Val).
- Otherwise:
 - Traverses the list to find the node at Pos - 1.
 - Creates a new node.
 - Updates pointers:
 - The new node's Next points to the next node.
 - The new node's Prev points to the current node.

- If there is a next node, update its Prev to point to the new node.
- The current node's Next is updated to the new node.

4. insertCenter(int Val)

Inserts a new node in the middle of the list.

- If the list is empty, it calls push_front(Val).
- Uses the **slow & fast pointer technique**:
 - Slow moves one step at a time.
 - Fast moves two steps at a time.
 - When Fast reaches the end, Slow is at the middle.
- Inserts a new node **after** Slow, updating pointers accordingly.

5. displayForward()

Displays the list from Head to Tail.

- Starts from Head and traverses using Next pointers.
- Prints each node's value until NULL is reached.

6. displayReverse()

Displays the list from Tail to Head.

- Starts from Tail and traverses using Prev pointers.
- Prints each node's value until NULL is reached.

Output:

```
3->2->1->NULL
3->2->1->4->NULL
5->3->2->1->4->NULL
After inserting at center: 5->3->2->6->1->4->NULL
Display in reverse order: 4->1->6->2->3->5->NULL
```