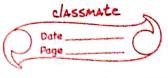
```
DLL
void insert (int new-data)
  Struct Node * new-node= (Struct Node*) malloc ( Sizeof (Struct Node));
  hew_node - data = new-data;
  new-node -> next = NULL;
 new-node → prev = NULL; void delete (int val)
 if (nead == NULL) Struct Node *ptr = head;
   head = new-node;
                         struct Node * temp;
                       while (ptr > data != val) }
    new-node → next = next; ptr = ptr → next;
   head > prev = new-node;
   head = new-node; temp = ptr -> prev;
                         if (ptr == NULL) (
                           printf (" Not found ");
Koid delete (int pos)/4 olse if (ptr == head){
 Struct Node *temp / head; if (ptr -> next == NULL)
 if (head == NULL) /
                         head == NULL;
   printf (" Empty List"); tree(ptr);
                            printf(" Neleted");
   for (int = 0; ic pos; i++) { else }
     temp temp -> next; ptr -> next >> prev = head;
                            head = ptr → next;
   temp > prev > next = temp > next i free (ptr);
   Kemp → next → prev = temp > prev; printf (" Deloted");
   tree (temp);
                        else if (temp > next > next == NULL){
                          temp -> next = NULL;
                            printf(" Deleted ");
```

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V	Void display ()	) ase (
	Struct Node * temp = head;	temp - next - ptr - next;
	if (temp == NULL)	ptr - next - prev = temp;
	print (" Empty List");	tree(ptr);
		printf(" peleted");
	else	
	Nhile (temp!= NULL)	
	printf ("In %d", temp → data);	
	temp = temp > next;	
	}	
	}	
	}	
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	1 12 4 4 4 1 1 1	* . /

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