```
#include <stdio.h>
#include <stdlib.h>
#include <string.h>
#define URL_SIZE 100
// Structure for each browser tab/page
typedef struct Page {
  int pageID;
  char url[URL_SIZE];
  struct Page *prev;
  struct Page *next;
} Page;
Page *head = NULL, *current = NULL;
int idCounter = 1;
// Function to create a new page
Page* createPage(const char *url) {
  Page newPage = (Page)malloc(sizeof(Page));
  newPage->pageID = idCounter++;
  strcpy(newPage->url, url);
  newPage->prev = newPage->next = NULL;
  return newPage;
}
// Visit a new page
void visitNewPage(const char *url) {
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Page *newPage = createPage(url);
  if (head == NULL) {
    head = current = newPage;
  } else {
    current->next = newPage;
    newPage->prev = current;
    current = newPage;
  }
  printf("Opened Page %d: %s\n", newPage->pageID, newPage->url);
}
// Move to next tab
void moveNext() {
  if (current != NULL && current->next != NULL) {
    current = current->next;
    printf("Moved to Next Tab -> Page %d: %s\n", current->pageID, current->url);
  } else {
    printf("No next tab available!\n");
  }
}
// Move to previous tab
void movePrev() {
  if (current != NULL && current->prev != NULL) {
    current = current->prev;
    printf("Moved to Previous Tab -> Page %d: %s\n", current->pageID, current->url);
  } else {
    printf("No previous tab available!\n");
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}
}
// Show current tab
void showCurrentTab() {
  if (current != NULL) {
    printf("Current Tab -> Page %d: %s\n", current->pageID, current->url);
  } else {
    printf("No page is currently open.\n");
  }
}
// Close a tab by pageID
void closeTab(int id) {
  if (head == NULL) {
    printf("No tabs to close.\n");
    return;
  }
  Page *temp = head;
  while (temp != NULL && temp->pageID != id) {
    temp = temp->next;
  }
  if (temp == NULL) {
    printf("Tab with PageID %d not found!\n", id);
    return;
  }
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if (temp == head) {
    head = temp->next;
    if (head != NULL) head->prev = NULL;
  } else {
    temp->prev->next = temp->next;
 }
  if (temp->next != NULL) {
    temp->next->prev = temp->prev;
  }
  // Adjust current pointer
  if (current == temp) {
    if (temp->next != NULL)
      current = temp->next;
    else
      current = temp->prev;
  }
  printf("Closed Tab -> Page %d: %s\n", temp->pageID, temp->url);
  free(temp);
// Show all tabs (history)
void showHistory() {
  if (head == NULL) {
    printf("No tabs available.\n");
```

}

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return;
  }
  Page *temp = head;
  printf("\n--- Browser Tabs (History) ---\n");
  while (temp != NULL) {
    printf("Page %d: %s", temp->pageID, temp->url);
    if (temp == current) printf(" <-- Current Tab");</pre>
    printf("\n");
    temp = temp->next;
  }
  printf("----\n");
}
int main() {
  int choice, id;
  char url[URL SIZE];
  while (1) {
    printf("\n--- Browser Navigation Menu ---\n");
    printf("1. Visit New Page\n");
    printf("2. Move to Next Tab\n");
    printf("3. Move to Previous Tab\n");
    printf("4. Show Current Tab\n");
    printf("5. Close a Tab\n");
    printf("6. Show All Tabs (History)\n");
    printf("7. Exit\n");
    printf("Enter your choice: ");
```

```
scanf("%d", &choice);
getchar(); // consume newline
switch (choice) {
  case 1:
    printf("Enter URL: ");
    fgets(url, URL_SIZE, stdin);
    url[strcspn(url, "\n")] = '\0'; // remove newline
    visitNewPage(url);
    break;
  case 2:
    moveNext();
    break;
  case 3:
    movePrev();
    break;
  case 4:
    showCurrentTab();
    break;
  case 5:
    printf("Enter PageID to close: ");
    scanf("%d", &id);
    closeTab(id);
    break;
  case 6:
    showHistory();
    break;
  case 7:
```

```
printf("Exiting Browser...\n");
    exit(0);
    default:
    printf("Invalid choice! Try again.\n");
    }
}
return 0;
}
```