

```
void insertBeg (Node **head, int data)
```

```
{  
    Node *new_node = new Node();  
    new_node → data = data;  
    new_node → npx = *head;  
    if (*head != NULL) (*head) → npx  
        = XOR (new_node, (*head) → npx);  
    *head = new_node;  
}
```

```
void insertEnd (Node *head, int data)
```

```
{  
    Node *new_node = new Node();  
    new_node → data = data;  
    if (*head == NULL)  
    {  
        new_node → npx = *head;  
        *head = new_node;  
    }  
    else  
    {  
        Node *curr = *head;  
        Node *prev = NULL;  
        Node *next;  
        while (XOR (prev, curr → npx) != NULL)  
        {  
            next = XOR (prev, curr → npx);  
            prev = curr;  
            curr = next;  
        }  
        new_node → npx = curr;  
        curr → npx = XOR (prev, new_node);  
    }  
}
```