```
#include <stdio.h>
 1
    #include <stdlib.h>
 2
 3
    typedef struct Node {
4 -
5
6
7
        int value;
        struct Node* prev;
        struct Node* next;
 8
    }node;
 9
    node* head = NULL;
10
11
12 - void add_beg(int value) {
        node* ptr = (node*) malloc(sizeof(node));
13
        ptr->value = value;
14
        ptr->prev = NULL;
15
        ptr->next = head;
16
        if(head!=NULL) {
17 -
            head->prev = ptr;
18
19
        head = ptr;
20
21 }
22
23 - void add_key(int value, int key) {
        node* tmp = head;
24
        while(tmp!=NULL) {
25 -
             if(tmp->value == key) {
26 -
                 break;
27
28
            tmp = tmp->next;
29
30
        if(tmp==NULL) {
31 -
            printf("\nNo Match\n");
32
33
            return:
34
        if(tmp==head) {
35 -
            add_beg(value);
36
            return:
37
38
```

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38
          node* ptr = (node*) malloc(sizeof(node));
  39
          ptr->value = value;
  40
          ptr->prev = tmp->prev;
  41
  42
          ptr->next = tmp;
          (tmp->prev)->next = ptr;
  43
 44
          tmp->prev = ptr;
 45
 46 - void del_key(int key) {
          if(head == NULL) {
 47 -
              printf("\nList is Empty\n");
 48
 49
              return:
 50
 51
         node* tmp = head;
         while(tmp != NULL) {
 52 -
              if(tmp -> value == key) {
 53 -
 54
                  break;
55
56
              tmp = tmp->next;
57
         if(tmp==head) {
58 -
             if(head->next==NULL)
59
60 -
             {
61
                  free(head);
62
                  head=NULL;
63
                 return;
64
55
             head = head->next;
66
             free(head->prev);
57
             head->prev = NULL;
58
             return:
9
        if(tmp==NULL) {
70 -
71
72
3
4 -
5
            printf("\nNo Match\n");
            return:
        if(tmp->next==NULL) {
            tmp->prev->next = NULL;
```

```
free(tmp);
 76
             return:
 77
 78
         tmp->next->prev = tmp->prev;
 79
         tmp->prev->next = tmp->next;
 80
 81
         free(tmp);
 82
 83 - void display() {
         if(head == NULL) {
 84 -
             printf("\nList is Empty\n");
 85
             return:
 86
 87
 88
         node* tmp = head;
         printf("\nLinked list contains : ");
 89
         while(tmp!= NULL) {
 99 -
             printf("%d ", tmp->value);
 91
             tmp = tmp->next;
 92
 93
         printf("\n");
 94
 95
 96 - void main() {
         int choice, value, key;
 97
         while(1) {
 98 -
              printf("Enter 1 to add at beginning\n");
 99
             printf("Enter 2 to add at left of a node\n");
100
              printf("Enter 3 to delete a node\n");
101
              printf("Enter 4 to display\n");
102
              printf("Enter -1 to quit\n");
103
             printf("Enter your choice : ");
104
              scanf("%d", &choice);
105
              if(choice==-1)
106
                  break;
107
              switch(choice) {
108 -
                  case 1:
109
                      printf("\nEnter value to insert : ");
113
                      scanf("%d", &value);
1991
                      add_beg(value);
112
```

```
printf("Enter 1 to add at beginning\n");
while(1) {
    printf("Enter 2 to add at left of a node\n");
    printf("Enter 3 to delete a node\n");
    printf("Enter 4 to display\n");
    printf("Enter -1 to quit\n");
    printf("Enter your choice : ");
    scanf("%d", &choice);
    if(choice==-1)
        break;
    switch(choice) {
        case 1:
            printf("\nEnter value to insert : ");
            scanf("%d", &value);
            add_beg(value);
            break:
        case 2:
            printf("\nEnter value to insert : ");
            scanf("%d", &value);
            printf("\nEnter value of key node : ");
            scanf("%d", &key);
            add key(value, key);
            break:
        case 3:
            printf("\nEnter value of node to be deleted : ");
            scanf("%d", &key);
            del_key(key);
            break;
        case 4:
            display();
            break:
        default:
            printf("\n\nWrong Input\n\n");
printf("\n\n----DONE----\n\n");
```

Enter 1 to add at beginning Enter 2 to add at left of a node Enter 3 to delete a node Enter 4 to display Enter -1 to quit Enter your choice: 1 Enter value to insert: 4 Enter 1 to add at beginning Enter 2 to add at left of a node Enter 3 to delete a node Enter 4 to display Enter -1 to quit Enter your choice : 1 Enter value to insert : 5 Enter 1 to add at beginning Enter 2 to add at left of a node Enter 3 to delete a node Enter 4 to display Enter -1 to quit Enter your choice : 2 Enter value to insert : 6 Enter value of key node: 4 Enter 1 to add at beginning Enter 2 to add at left of a node Enter 3 to delete a node Enter 4 to display Enter -1 to quit Enter your choice: 4 Linked list contains : 5 6 4 Enter 1 to add at beginning Enter 2 to add at left of a node

Enter -1 to quit Enter your choice : 2 Enter value to insert : 6 Enter value of key node: 4 Enter 1 to add at beginning Enter 2 to add at left of a node Enter 3 to delete a node Enter 4 to display Enter -1 to quit Enter your choice: 4 Linked list contains : 5 6 4 Enter 1 to add at beginning Enter 2 to add at left of a node Enter 3 to delete a node Enter 4 to display Enter -1 to quit Enter your choice: 3 Enter value of node to be deleted : 6 Enter 1 to add at beginning Enter 2 to add at left of a node Enter 3 to delete a node Enter 4 to display Enter -1 to quit Enter your choice: 4 Linked list contains : 5 4 Enter 1 to add at beginning Enter 2 to add at left of a node Enter 3 to delete a node Enter 4 to display Enter -1 to quit Enter your choice :