```
struct node
{   int val; node * lo_next; node * li_next; };

node * getNode (int x)
{       node * p = (node *) malloc (sizeof(node));
        p -> lo_next = NULL;
        p -> li_next = NULL;
        return p;
}

node * insert (node * head, int x)
{       node * temp = head;
        while (temp -> li_next -> val < x)
        {       temp = temp -> li_next;
                if (temp -> li_next == NULL) break;
        }

        while (temp -> lo_next -> val < x)
        {       temp = temp -> lo_next;
                if (temp -> lo_next == NULL) break;
        }
        if ((temp -> lo_next == NULL) && (temp -> li_next ==
                                          NULL))

        {   node * p = getNode(x);
            p -> lo_next = NULL;
            p -> li_next = NULL;
            temp -> lo_next = p;
            temp -> li_next = p;
            return head;
        }
        node * p = getNode (x);
        p -> lo_next = temp -> lo_next;
        temp -> lo_next = p;
        return head;
}
```

```
node * delete(node * head, int x)
{
    node * tmp=head;
    while(tmp->l1_next->val<x)
    { temp=tmp->l1_next;
      if(tmp->l1_nat==NULL) break;
    }
    while(tmp->l0_next->val<x)
    {   if(tmp->l0_next->val==x)
        {   tmp->l0_next=temp->l0_next->l0_next;
            if(tmp->l1_next!=NULL)
            {
                tmp->l1_next=tmp->l1_next->l1_next;
            }
        }
        tmp=tmp->l0_next;
        if(tmp->l0_next==NULL)return head;

    }
}
```