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#include <stdio.h>
#include <stdlib.h>
struct Node {
  int data;
  struct Node* prev;
  struct Node* next;
};
struct Node* createNode(int data) {
  struct Node* newNode = (struct Node*)malloc(sizeof(struct Node));
  if (newNode == NULL) {
     printf("Memory allocation failed\n");
     exit(EXIT_FAILURE);
  }
  newNode->data = data;
  newNode->prev = NULL;
  newNode->next = NULL;
  return newNode;
}
void insertAtBeginning(struct Node** head, int data) {
  struct Node* newNode = createNode(data);
  if (*head == NULL) {
     *head = newNode;
  } else {
     newNode->next = *head;
     (*head)->prev = newNode;
     *head = newNode;
  }
void insertBeforeNode(struct Node** head, int key, int data) {
  if (*head == NULL) {
     printf("List is empty\n");
     return;
  }
  struct Node* newNode = createNode(data);
  struct Node* current = *head;
  while (current) {
     if (current->data == key) {
       if (current->prev) {
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current->prev->next = newNode;
          newNode->prev = current->prev;
       } else {
          *head = newNode;
       newNode->next = current;
       current->prev = newNode;
       return;
     current = current->next;
  }
  printf("Key not found in the list\n");
}
void deleteNode(struct Node** head, int pos) {
  if (*head == NULL) {
     printf("List is empty\n");
     return;
  }
  struct Node* current = *head;
  int count = 1;
  while (current && count < pos) {
     current = current->next;
     count++;
  }
  if (current == NULL) {
     printf("Position %d is beyond the length of the list\n", pos);
     return;
  }
  if (current->prev) {
     current->prev->next = current->next;
  } else {
     *head = current->next;
  }
  if (current->next) {
     current->next->prev = current->prev;
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}
  free(current);
  printf("Node at position %d deleted\n", pos);
}
void displayList(struct Node* head) {
  if (head == NULL) {
     printf("List is empty\n");
     return;
  }
  struct Node* current = head;
  while (current) {
     printf("%d-> ", current->data);
     current = current->next;
  }
  printf("\n");
}
void freeList(struct Node* head) {
  struct Node* current = head;
  struct Node* nextNode;
  while (current) {
     nextNode = current->next;
     free(current);
     current = nextNode;
}
int main() {
  struct Node* head = NULL;
  int ch, newData, pos, key;
  while (1) {
     printf("\nMenu\n");
     printf("1. Insert at the beginning\n");
     printf("2. Insert before a node\n");
     printf("3. Delete a node\n");
     printf("4. Display list\n");
     printf("5. exit\n");
     printf("Enter your choice: ");
```

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scanf("%d", &ch);
     switch (ch) {
       case 1:
          printf("Enter data to insert at the beginning: ");
          scanf("%d", &newData);
          insertAtBeginning(&head, newData);
          break;
       case 2:
          printf("Enter the value before which you want to insert: ");
          scanf("%d", &key);
          printf("Enter data to insert: ");
          scanf("%d", &newData);
          insertBeforeNode(&head, key, newData);
          break;
       case 3:
          printf("Enter the position you wish to delete: ");
          scanf("%d", &key);
          deleteNode(&head, key);
          break;
       case 4:
          printf("Doubly linked list: ");
          displayList(head);
          break;
       case 5:
          freeList(head);
          printf("Exiting the program\n");
          return 0;
       default:
          printf("Invalid choice\n");
     }
  }
  return 0;
}
output:
```

Menu 1. Insert at the beginning 2. Insert before a node 3. Delete a node 4. Display list 5. exit Enter your choice: 1 Enter data to insert at the beginning: 21 Menu 1. Insert at the beginning 2. Insert before a node 3. Delete a node 4. Display list 5. exit Enter your choice: 1 Enter data to insert at the beginning: 32 Menu 1. Insert at the beginning Insert before a node 3. Delete a node 4. Display list 5. exit Enter your choice: 1 Enter data to insert at the beginning: 43 Menu 1. Insert at the beginning 2. Insert before a node Delete a node 4. Display list 5. exit Enter your choice: 1 Enter data to insert at the beginning: 33 Menu Insert at the beginning 2. Insert before a node 3. Delete a node Display list 5. exit Enter your choice: 4 Doubly linked list: 33-> 43-> 32-> 21->

Menu

- 1. Insert at the beginning
- 2. Insert before a node
- 3. Delete a node
- 4. Display list