

WAP to Implement doubly link list with primitive operations

- a) Create a doubly linked list.
- b) Insert a new node to the left of the node.
- c) Delete the node based on a specific value
- d) Display the contents of the list

```
#include<stdio.h>
#include<stdlib.h>
struct node{
    struct node *prev;
    int data;
    struct node *next;
};

struct node *head = NULL;
struct node *createNode(int data)
{
    struct node *nn = (struct node*)malloc(sizeof(struct node));
    if (nn == NULL){
        printf("No memory allocated\n");
        exit(0);
    }
    nn->prev = NULL;
    nn->next = NULL;
    nn->data = data;
    return nn;
}
void insert_specified(int item, int loc){
    struct node *ptr = createNode(item);
    if(loc == 0){
        ptr->next = head;
        if(head != NULL)
            head->prev = ptr;
        head = ptr;
        printf("Node inserted\n");
        return;
    }

    struct node *temp = head;
    for(int i = 0; i < loc - 1; i++){
        if(temp == NULL){
            printf("Can't insert\n");
            return;
        }
        temp = temp->next;
    }

    if(temp == NULL){
```

```

        printf("Can't insert\n");
        return;
    }
    ptr->prev = temp;

    ptr->next = temp->next;

    if(temp->next != NULL)
        temp->next->prev = ptr;

    temp->next = ptr;

    printf("Node inserted\n");
}

void delete_spec_val(int val){
    struct node *temp = head;

    if(head == NULL){
        printf("List empty\n");
        return;
    }
    while(temp != NULL && temp->data != val){
        temp = temp->next;
    }

    if(temp == NULL){
        printf("Value not found\n");
        return;
    }
    if(temp == head){
        head = temp->next;
        if(head != NULL)
            head->prev = NULL;
        free(temp);
        printf("Node deleted\n");
        return;
    }
    if(temp->prev != NULL)
        temp->prev->next = temp->next;

    if(temp->next != NULL)
        temp->next->prev = temp->prev;

    free(temp);

    printf("Node deleted\n");
}
int display(){

```

```
struct node *ptr = head;

if(head == NULL){
    printf("Empty list\n");
    return 0;
}

while(ptr != NULL){
    printf("%d ", ptr->data);
    ptr = ptr->next;
}
printf("\n");
return 0;
}

int main() {
FILE *fp = fopen("input.txt", "r");
if(fp == NULL){
    printf("Could not open input file\n");
    return 0;
}

int t;
fscanf(fp, "%d", &t);

while(t--){
    int choice;
    fscanf(fp, "%d", &choice);

    switch(choice){
        case 1:{
            int val, loc;
            fscanf(fp, "%d %d", &val, &loc);
            insert_specified(val, loc);
            break;
        }

        case 2:{
            int val;
            fscanf(fp, "%d", &val);
            delete_spec_val(val);
            break;
        }

        case 3:
            display();
            break;

        default:
```

```
        printf("Invalid choice\n");
    }
}
fclose(fp);
return 0;
}
```

INPUT FILE:-



The screenshot shows a Windows-style Notepad window. The title bar says "input.txt". The menu bar has "File", "Edit", and "View". The toolbar includes icons for "H1", "I", and "A&". The main text area contains the following data:

```
6
1 10 0
1 20 1
1 30 2
3
2 20
3
```

OUTPUT:-

```
PS C:\Users\BMSCECSE-L3-38\Desktop\Shahabaz> gcc DLL.c -oDLL
PS C:\Users\BMSCECSE-L3-38\Desktop\Shahabaz> .\DLL
Node inserted
Node inserted
Node inserted
10 20 30
Node deleted
10 30
PS C:\Users\BMSCECSE-L3-38\Desktop\Shahabaz>
```