

WAP to implement doubly linked list operations:
a) creation b) insertion of node to left/right node
c) delete node based on specific value
d) display contents

```
#include <stdio.h>
#include <process.h>
struct node
{
    int info;
    struct node * llink;
    struct node * rlink;
};
typedef struct node * NODE;
NODE getnode()
{
    NODE x;
    x = (NODE) malloc (sizeof (struct node));
    if (x == NULL)
    {
        printf ("Mem full\n");
        exit(0);
    }
    return x;
}
NODE insertfront (int item, NODE head)
{
    NODE temp, cur;
    temp = getnode();
    temp->info = item;
    cur = head->llink;
    head->llink = temp;
    temp->llink = head;
```



```

temp -> rlink = cur;
cur -> llink = temp;
return head;

```

```

3
NODE insert_at_pos (int item, NODE head)
{

```

```

    NODE temp, cur;
    temp = getnode();
    temp -> info = item;
    cur = head -> llink;
    head -> llink = temp;
    temp -> rlink = head;
    temp -> llink = cur;
    cur -> rlink = temp;
    return head;

```

```

3
NODE delete_front (NODE head)
{

```

```

    NODE cur, next;
    if (head -> llink == head)
    {
        printf ("Empty list");
        return head;
    }
    cur = head -> rlink;
    next = cur -> llink;
    head -> rlink = next;
    next -> llink = head;
    printf ("Node deleted %d", cur -> info);
    free (cur);
    return head;

```

```

3

```


NODE deleteNode(NODE head)

{

NODE cur, prev;

if (head->link == head)

{

printf("Empty list\n");

return head;

}

cur = head->link;

prev = cur->link;

head->link = prev;

prev->link = head;

printf("Node deleted & id", cur->info);

free(cur);

return head;

}

NODE insertLeftPos(int pos, item, NODE head)

{

NODE temp, cur, prev;

if (head->link == head)

{

printf("Empty list\n");

while (cur != head)

{

if (item == cur->info)

break;

cur = cur->link;

}

if (cur == head)

{ printf("Key not found in");

return head;

}

prev = cur->link;


```

pf ("Enter towards left of i.d. = ", item);
temp = get node();
scanf ("%i", &temp->info);
prev->rlink = temp;
temp->llink = prev;
cur->llink = temp;
temp->rlink = cur;
return head;

```

```

}
NODE insertrightpos (int item, NODE head)
{

```

```

    NODE temp, cur, prev;
    if (head->rlink == head)
    {

```

```

        pf ("Empty list in");
        return head;
    }

```

```

    cur = head->llink;
    while (cur != head)
    {

```

```

        if (item == cur->info)
            break;
        cur = cur->llink;
    }

```

```

    if (cur == head)
    {

```

```

        pf ("Key not found in");
        return head;
    }

```

```

    prev = cur->llink;

```

```

    pf ("Enter towards right of i.d. = ", item);
    temp = get node();
    scanf ("%i", &temp->info);

```


prev → link = temp;

temp → link = prev;

cur → link = temp;

temp → link = cur;

return head;

3
NODE delete all key (int item, NODE head)
{

NODE prev, cur, next;

int count;

if (head → link == head)

{

if ("Empty list");

return head;

}

count = 0;

cur = head → link;

while (cur != head)

{

if (item != cur → link)

cur = cur → link;

else

{

count ++;

prev = cur → link;

next = cur → link;

prev → link = next;

next → link = prev;

free (cur);

cur = next;

}

}

if (count == 0)


```
pf ("Key not found in"),  
else
```

```
pf "Key found @ %d pos & are del in", count;  
return head;
```

```
{  
void display (NODE head)  
{
```

```
    NODE temp;
```

```
    if (head == NULL) {
```

```
        {
```

```
            pf ("List is empty in");  
            return;
```

```
        }
```

```
        pf ("Contents of the link: in");
```

```
        temp = head;
```

```
        while (temp != NULL)
```

```
        {
```

```
            pf ("%d ", temp->info);
```

```
            temp = temp->link;
```

```
        }
```

```
        printf ("\n");
```

```
void main()
```

```
{
```

```
    NODE head, last;
```

```
    int item, ch;
```

```
    head = getnode();
```

```
    head->link = head;
```

```
    head->link = head;
```

```
    do {
```

```
        printf ("1. Insert at front 2. Insert at
```

```
        3. Delete front 4. Delete rear
```

```
        5. Insert at left pos 6. Insert
```


right pos in 7. Delete all key elements in 8. Display
in 9. Exit (14).

```
scanf ("%d", &ch);  
switch (ch)  
{
```

```
case 1: printf ("Enter item to be inserted @  
front-end : ");  
scanf ("%d", &item);  
last = insert front (item, head);  
break;
```

```
case 2: printf ("Enter item to insert @ rear  
end : ");  
scanf ("%d", &item);  
last = insert rear (item, head);  
break;
```

```
case 3: last = delete front (head);  
break;
```

```
case 4: last = delete rear (head);  
break;
```

```
case 5: pf ("Enter key item : ");  
scanf ("%d", &item);  
head = insert left pos (item, head);  
break;
```

```
case 6: pf ("Enter key item : ");  
scanf ("%d", &item);  
head = insert right pos (item, head);  
break;
```

```
case 7: pf ("Enter key : ");  
scanf ("%d", &item);  
head = delete all key (item, head);  
break;
```

```
case 8: display (head);  
break;
```


default : ctrl(0);

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3
3

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