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public class DLL
{
    Node head;
    class Node
    {
        int data;
        Node prev;
        Node next;

        Node(int d)
        {
            data = d;
        }

        public void push(int new_data)
        {
            Node new_Node = new Node(new_data);
            new_Node.next = head;
            new_Node.prev = null;
            if (head != null)
                head.prev = new_Node;
            head = new_Node;
        }

        public void InsertAfter(Node prev_Node, int new_data)
        {
            if (prev_Node == null)
            {
                System.out.println("The given previous node cannot be NULL
");
                return;
            }
            Node new_node = new Node(new_data);
            new_node.next = prev_Node.next;
            prev_Node.next = new_node;
            new_node.prev = prev_Node;
            if (new_node.next != null)
                new_node.next.prev = new_node;
        }

        void append(int new_data)
        {
            Node new_node = new Node(new_data);
            Node last = head;
            new_node.next = null;
            if (head == null)
            {
                new_node.prev = null;
                head = new_node;
                return;
            }

            while (last.next != null)
                last = last.next;

            last.next = new_node;
            new_node.prev = last;
        }

        public void printlist(Node node)
        {

```

