```
#include <stdio.h>
#include <stdlib.h>
struct Node {
  int data;
  struct Node *prev, *next;
};
struct Node* createNode(int data) {
  struct Node* newNode = (struct Node*)malloc(sizeof(struct Node));
  newNode->data = data;
  newNode->prev = newNode->next = NULL;
  return newNode;
}
void insertLeft(struct Node** head, struct Node* target, int data) {
  struct Node* newNode = createNode(data);
  newNode->next = target ? target : *head;
  if (target) {
    newNode->prev = target->prev;
    target->prev = newNode;
  }
  if (newNode->prev)
    newNode->prev->next = newNode;
  else
    *head = newNode;
}
void deleteNode(struct Node** head, int value) {
  struct Node* current = *head;
  while (current && current->data != value)
```

```
current = current->next;
  if (!current) {
    printf("Node with value %d not found.\n", value);
    return;
  }
  if (current->prev)
    current->prev->next = current->next;
  else
    *head = current->next;
  if (current->next)
    current->next->prev = current->prev;
  free(current);
  printf("Node with value %d deleted.\n", value);
}
void displayList(struct Node* head) {
  printf("Doubly Linked List: ");
  while (head) {
    printf("%d <-> ", head->data);
    head = head->next;
  }
  printf("NULL\n");
}
int main() {
  struct Node* head = createNode(1);
  head->next = createNode(2);
  head->next->prev = head;
  head->next->next = createNode(3);
  head->next->next->prev = head->next;
```

```
displayList(head);
insertLeft(&head, head->next, 5);
displayList(head);

deleteNode(&head, 2);
displayList(head);

return 0;
}
Doubly Linked List: 1 <-> 2 <-> 3 <-> NULL
Doubly Linked List: 1 <-> 5 <-> 2 <-> 3 <-> NULL
Node with value 2 deleted.
Doubly Linked List: 1 <-> 5 <-> 3 <-> NULL
Doubly Linked List: 1 <-> 5 <-> 3 <-> NULL
Doubly Linked List: 1 <-> 5 <-> 3 <-> NULL
Doubly Linked List: 1 <-> 5 <-> 2 <-> 3 <-> NULL
Doubly Linked List: 1 <-> 5 <-> 2 <-> 3 <-> NULL
Node with value 7 not found.
Doubly Linked List: 1 <-> 5 <-> 2 <-> 3 <-> NULL
```