#include<stdio.h>

#include<stdlib.h>

**struct** NODE

{

**struct** NODE \*llink;

**int** data;

**struct** NODE \*rlink;

};

typedef **struct** NODE node;

node \*start=NULL,\*curr,\*new,\*temp;

**void** create()

{

start=(node\*)malloc(sizeof(node));

printf("Enter element:");

scanf("%d",&start->data);

start->llink=NULL;

curr=start;

while(1)

{

**int** choice;

printf("Do you want to add an element? press 1 for yes\n");

        scanf("%d", &choice);

        if(choice!=0)

        {

            new = (node\*)malloc(sizeof(node));

            curr->rlink=new;

            new->llink=curr;

            printf("Enter the element:");

            scanf("%d",&new->data);

            curr=new;

    }

    else

    {

    curr->rlink=NULL;

    break;

}

}

}

**void** insert\_beg()

{

new=(node\*)malloc(sizeof(node));

printf("Enter an element:");

scanf("%d",&new->data);

if(start==NULL)

{

new->llink=NULL;

new->rlink=NULL;

start=new;

return;

}

new->rlink=start;

start->llink=new;

new->llink=NULL;

start=new;

}

**void** delete\_ele()

{node \*temp;

**int** ele;

if(start==NULL)

{

printf("Linked list is empty\n");

return;

}

printf("Enter element to be deleted:");

scanf("%d",&ele);

if(start->data==ele)

{

temp=start;

start=start->rlink;

start->llink=NULL;

free(temp);

return;

}

temp=start;

while(temp->rlink!=NULL&&temp->data!=ele)

{

temp=temp->rlink;

}

if(temp->data==ele&&temp->rlink==NULL)

{

temp->llink->rlink=NULL;

free(temp);

return;

}

if(temp->data==ele&&temp->rlink!=NULL)

{

temp->llink->rlink=temp->rlink;

temp->rlink->llink=temp->llink;

free(temp);

return;

}

printf("Element not found\n");

}

**void** display()

{

if(start==NULL)

{

printf("Linked list is empty\n");

return;

}

temp=start;

while(temp!=NULL)

{

printf("%d\t",temp->data);

temp=temp->rlink;

}

}

**void** main()

{

**int** choice;

    printf("1.CREATE\n2.INSERT AT BEGINING\n3.DELETE SPECIFIC ELEMENT\n4.DISPLAY\n5.EXIT\n");

    while(1)

    {

        printf("Enter choice:\n");

        scanf("%d", &choice);

        switch(choice)

        {

            case 1: create();

                break;

            case 2: insert\_beg();

                break;

            case 3: delete\_ele();

                break;

            case 4:display();

            break;

            case 5:exit(0);

            break;

            default:printf("Invalid choice\n");

        }

    }

    getch();

}

Text

Description automatically generated