

9. Write a program to implement doubly link list with primitive operations a) a) Create a doubly linked list. b) Insert a new node to the left of the node. b) c) Delete the node based on a specific value. c) Display the contents of the list

```
#include <stdio.h>
```

```
#include <stdlib.h>
```

```
struct node
```

```
{
```

```
    int info;
```

```
    struct node *rlink;
```

```
    struct node *llink;
```

```
};
```

```
typedef struct node *NODE;
```

```
NODE getnode()
```

```
{
```

```
    NODE x;
```

```
    x = (NODE)malloc(sizeof(struct node));
```

```
    if (x == NULL)
```

```
    {
```

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

```
        exit(0);
```

```
    }
```

```
    return x;
```

```
}
```

```
void freenode(NODE x)
```

```
{  
    free(x);  
}
```

NODE create(int item, NODE head)

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

void ddisplay(NODE head)

```
{  
    NODE temp;  
    if (head->rlink == head)  
    {
```

```
    printf("List is empty\n");
}
printf("The contents of the list are:\n");
temp = head->rlink;
while (temp != head)
{
    printf("%d ", temp->info);
    temp = temp->rlink;
}
}
```

```
NODE dinsert_leftpos(int item, NODE head)
{
    NODE cur, prev, temp;
    if (head->rlink == head)
    {
        printf("List is empty\n");
        return head;
    }
    cur = head->rlink;
    while (cur != head)
    {
        if (cur->info == item)
        {
```

```

        break;
    }
    cur = cur->rlink;
}
if (cur == head)
{
    printf("No such item found in the list\n");
    return head;
}
prev = cur->llink;
temp = getnode();
temp->llink = NULL;
temp->rlink = NULL;
printf("Enter the item to be inserted at the left of the given
item:\n");
scanf("%d", &temp->info);
prev->rlink = temp;
temp->llink = prev;
temp->rlink = cur;
cur->llink = temp;
return head;
}

```

NODE delete_all_key(int item, NODE head)

```

{
    NODE prev, cur, next;
    int count;
    if (head->rlink == head)
    {
        printf("LE");
        return head;
    }
    count = 0;
    cur = head->rlink;
    while (cur != head)
    {
        if (item != cur->info)
            cur = cur->rlink;
        else
        {
            count++;
            prev = cur->llink;
            next = cur->rlink;
            prev->rlink = next;
            next->llink = prev;
            freenode(cur);
            cur = next;
        }
    }

```

```

    }

    if (count == 0)
        printf("Key not found");
    else
        printf("Key found at %d positions and are deleted\n", count);

    return head;
}

int main()
{
    NODE head;
    int item, choice, key;
    head = getnode();
    head->llink = head;
    head->rlink = head;
    for (;;)
    {
        printf("\n1:\tCreate\n2:\tdisplay\n3:\tinsert
lestpos\n4:\tdelete_based on specified value\n5:\texit\n");
        printf("\nEnter the choice->\n");
        scanf("%d", &choice);
        switch (choice)
        {

```

case 1:

```
printf("Enter the item :\n");  
scanf("%d", &item);  
head = create(item, head);  
break;
```

case 2:

```
ddisplay(head);  
break;
```

case 3:

```
printf("Enter the key element:\n");  
scanf("%d", &key);  
head = dinser_leftpos(key, head);  
break;
```

case 4:

```
printf("Enter the key value\n");  
scanf("%d", &item);  
delete_all_key(item, head);  
break;
```

case 5:

```
exit(0);
```

default:

```

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

```

Output:

```

1:      Create
2:      display
3:      insert lestpos
4:      delete_based on specified value
5:      exit

Enter the choice->
1
Enter the item :
4

1:      Create
2:      display
3:      insert lestpos
4:      delete_based on specified value
5:      exit

Enter the choice->
3
Enter the key element:
4
Enter the item to be inserted at the left of the given item:
5

1:      Create
2:      display
3:      insert lestpos
4:      delete_based on specified value
5:      exit

Enter the choice->
2
The contents of the list are:
5 4

```



```
1:      Create
2:      display
3:      insert lestpos
4:      delete_based on specified value
5:      exit

Enter the choice->
4
Enter the key value
4
Key found at 1 positions and are deleted

1:      Create
2:      display
3:      insert lestpos
4:      delete_based on specified value
5:      exit

Enter the choice->
2
The contents of the list are:
5

1:      Create
2:      display
3:      insert lestpos
4:      delete_based on specified value
5:      exit

Enter the choice->
5
```