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import random
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class Node:
  def __init__(self, value, level):
    self.value=value
    self.forward=[None]*(level+1)
class SkipList:
  def __init__(self,max_level=3):
    self.max_level=max_level
    self.header=self.create_node(float('-inf'),max_level)
  def create_node(self,value,level):
    new_node=Node(value,level)
    return new_node
  def random_level(self):
    level=0
    while random.random()<0.5 and level<self.max_level:
      level+=1
    return level
  def insert(self,value):
    update=[None]*(self.max_level+1)
    current=self.header
    for i in range(self.max_level,-1,-1):
      #print("i in for ",i)
      while current.forward[i] and current.forward[i].value<value:
         current=current.forward[i]
         #print("i in while ",current.forward[i])
      update[i]=current
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level=self.random_level()
    print(level)
    if level>self.max_level:
      level=self.max_level
    new_node=self.create_node(value,level)
    for i in range(level+1):
      new_node.forward[i]=update[i].forward[i]
      update[i].forward[i]=new_node
      skip_list.display()
  def display(self):
    for level in range(self.max_level,-1,-1):
      node=self.header.forward[level]
      while node:
        print(f"{node.value} ->",end="")
        node=node.forward[level]
      print("None")
    print("\n")
skip_list=SkipList(max_level=3)
def main():
  while(True):
    print("\n1.PRESS 1 FOR INSERTING")
    print("2.PRESS 2 FOR DISPLAY")
    print("3.PRESS 3 FOR EXIT")
    CH=int(input("\nENTER YOUR CHOICE :- "))
    if CH==1:
      no=int(input("\nENTER NO YOU WANT TO INSERT :- "))
      skip_list.insert(no)
      ans=str(input("\nDO YOU WANT TO CONTINUE :- "))
```

```
if(ans=='y' or ans=='Y'):
        main()
      else:
        break
    elif CH==2:
        skip_list.display()
        ans=str(input("\nDO YOU WANT TO CONTINUE :- "))
        if(ans=='y' or ans=='Y'):
          main()
        else:
          break
    elif CH==3:
      print("\nSUCCESSFULLY EXIT")
      break
    else:
      print("\nENTER CORRECT CHOICE ")
      main()
main()
```