

Program



```

/* DLL add:begin delete:begin*/
#include <stdio.h>
#include <conio.h>
#include <stdlib.h>

struct node
{
int data;
struct node *forward;
struct node *back;
};

struct headnode
{
int count;
struct node *pos;
struct node *head;
}*pList;

struct node *pPrev,*pLoc;

void printList( )
{
int i;

pList->pos=pList->head;
for (i=1;i<=pList->count;i++)
{
printf("%d\t",pList->pos->data);
pList->pos=pList->pos->forward;
}
}

```



```
void deleteNode( )
{
if (pPrev!=NULL)
{
    pPrev->forward=pLoc->forward;

    if (pLoc->forward!=NULL)
        pLoc->forward->back=pPrev;
}
else
{
    pList->head=pLoc->forward;
    if (pLoc->forward!=NULL)
        pLoc->forward->back=NULL;
}

pList->count =pList->count - 1;
free(pLoc);
}
```

```
void removeNode( )
{
if (pList->count!=0){
    pPrev=NULL;
    pLoc=pList->head;
    deleteNode( );
}
else
    printf("Error: No data\n");
}
```



```
int insertNode( int dataIn)
```

```
{
struct node *pNew;
pNew = (struct node *) malloc(sizeof(struct node));
if (pNew != NULL)
{
    pNew->data=dataIn;
    if (pPrev!=NULL)
    {
        pNew->back=pPrev;
        pNew->forward=pPrev->forward;
        if (pPrev->forward!=NULL)/*OR if (pNew->forward!=NULL)*/
            pPrev->forward->back=pNew;

        pPrev->forward=pNew;
    }
    else
    {
        pNew->back=NULL;
        pNew->forward=pList->head;
        if (pNew->forward!=NULL) pList->head->back=pNew;
        pList->head=pNew;
    }
    pList->count +=1;
    return 1;
}
else return 0;
}
```

```
void addNode( int dataIn)
```

```
{
    int success;
    pPrev=NULL;
    success=insertNode(dataIn);
    if (success) printf("Data Inserted Successfully\n");
    else        printf("Out of Memory.....\n");
}
```



```
int menu( )
{
int choice;
printf("\n\n*****\n\n");
printf(" .... M E N U ... \n");
printf("1: Add begin\n");
printf("2: Delete begin\n");
printf("3: Print List\n");
printf("4: Quit\n\n");
printf("*****\n\n");

printf("feed in your choice: ");
scanf("%d",&choice);

return choice;
}

void createList( )
{
pList = (struct headnode *)malloc(sizeof(struct headnode));
if (pList != NULL)
{
pList->count=0;
pList->head = NULL;
}
else
{
printf("Insufficient memory...\n");
exit(0);
}
}
```



```
void main( )
{
int choice;
int dataIn,deleteKey;

createList( );

do
{
    choice = menu();

    if (choice==1)
    {
        printf("Feed in the data: ");
        scanf("%d",&dataIn);
        addNode(dataIn);
    }
    else
    if (choice==2)
    {
        removeNode();
    }
    else
    if (choice==3)
        printList( );
} while(choice!=4);
}
```

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