DoubleLL9.c | DelAtBeg... | Submit | Debugger

```c
struct node {
    int data;
    struct node *prev;
    struct node *next;
};
typedef struct node * NODE;

NODE createNodeInDLL() {
    NODE temp;
    temp = (NODE)malloc(sizeof(struct node));
    temp->prev = NULL;
    temp->next = NULL;
    return temp;
}

NODE insertAtBeginInDLL(NODE first, int x)
{
    NODE temp2 = createNodeInDLL();
    temp2->data = x;

    if( first == NULL)
    {
        return temp2;
    }

    temp2->next = first;
    first->prev = temp2;

    return temp2;

}

NODE deleteAtBeginInDLL(NODE first)
{
    if(first == NULL)
    {
        printf("DLL is empty so deletion is not possible\n");
        return first;
    }

    printf("The deleted element from DLL : %d\n", first->data);
    if(first->next == NULL)
    {
```

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```
45          return NULL;
46      }
47      first = first->next;
48      first->prev = NULL;
49
50
51      return first;
52  }
53
54  void traverseListInDLL(NODE first) {
55      NODE lastNode = first;
56      while (lastNode != NULL) {
57          printf("%d <--> ", lastNode -> data);
58          lastNode = lastNode -> next;
59      }
60      printf("NULL\n");
61  }
62
63
```

Terminal Test cases