```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 insertAtEndInDLL(NODE first, int x)
{
    NODE temp = first;

    NODE temp2 = createNodeInDLL();
    temp2->data = x;

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

    while( temp->next != NULL)
    {
        temp = temp->next;
    }

    temp->next = temp2;
    temp2->prev = temp;

    return first;
}

NODE deleteAtEndInDLL(NODE first)
{
    NODE temp = first;

    int x;
```

< Prev   Reset   Submit   Next >

```c
45        if( temp->next == NULL )
46        {
47            x = temp->data;
48            printf("The deleted element from DLL : %d\n", x);
49            return NULL;
50        }
51
52        while( temp->next->next !=NULL )
53        {
54            temp = temp->next;
55        }
56
57        x = temp->next->data;
58
59        temp->next =NULL;
60
61
62        printf("The deleted element from DLL : %d\n", x);
63
64        return first;
65
66
67    }
68
69    void traverseListInDLL(NODE first) {
70        NODE lastNode = first;
71        while (lastNode != NULL) {
72            printf("%d <--> ", lastNode -> data);
73            lastNode = lastNode -> next;
74        }
75        printf("NULL\n");
76    }
77
78
```

Terminal   Test cases