```c
int dllInsertAfterSpec (DLList *l, void *key, void *data,
int (*cmp)(void *, void*)) {

    DLLNode *newNode, *spec;
      if( l != NULL){
       if(l->first != NULL){
         spec = l->first;
         while(spec->next != NULL && cmp(key, spec->data)
                                     != TRUE)
         {
            spec = spec->next;
         }
      if (cmp(x y, spec->next) == TRUE){
          newnode = (DLLNode) malloc (sizeof(DLLNode);
      }
       if (newNode != NULL){
       newNode->dat = data;
       newNode->next = spec->next;
       spec->nex->prew = newnode;
       spec->net = newNode;
       return TRUE
      }
     }
     return false;
    }
}
```

```c
int dll InsertBeforeSpec(DLList *l, void *Key, void *data,
    int (cmp)(void *, void*){
        DLLNode spec; new node;
    if(l != NULL){
        if(l->first != NULL){
            spec = l->first;
            while(spec != NUL  || cmp(Key, dat)!=TRUE){
                spec = spec->next;
            }
            if(cmp(Key, atal == TRUE){
                newNode = (DLNode) malloc (sizeof(DLNode));
            }
            if(newNode != NULL){
                newNode->data=data;
                spec->prev->next = newNode;
                newNode->next=spec;
                newNode->prev=spec->prev;
                return TRUE;
            }
        }
        return FALSE;
    }
}
```