```
class DLIntNode {
public:
    DLIntNode ( ){}
    DLIntNode (int theData, DLIntNode* previous, DLIntNode* next)
                        : data(theData), nextLink(next), previousLink(previous) {}
    DLIntNode* getNextLink( ) const { return nextLink; }
    DLIntNode* getPreviousLink( ) const { return previousLink; }
    int getData( ) const { return data; }
    void setData(int theData) { data = theData; }
    void setNextLink(DLIntNode* pointer){ nextLink = pointer; }
    void setPreviousLink(DLIntNode* pointer) { previousLink = pointer; }
private:
    int data;
    DLIntNode *nextLink;
    DLIntNode *previousLink;
};

typedef DLIntNode* DLIntNodePtr; //optional
```

1. Use the class definition above in your `main.cpp` (no need to create a .h file for the time being, but normally this should be in a .h file) to create a DLIntNode pointer called `start`.
2. Define a function `void insertEnd(DLIntNode * &ptr, int theData)` which creates a node, puts the data inside, and makes it the last node in your **doubly linked list**.
3. Define a function called `void displayList(DLIntNode *ptr)` to display your **doubly linked list**.