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#include <stdio.h>
#include <stdlib.h>

/* run this program using the console pauser or add your own getch, system("pause") or input loop */
typedef struct n
{
    int id;
    struct n *next;
    struct n *prev;
} node;

void builddll(node **, node **);
void printthem(node *);

int main(int argc, char *argv[])
{
    node *head, *tail;

    head = NULL;
    tail = NULL;

    builddll(&head, &tail);
    printthem(head);

    return 0;
}

void builddll(node **h, node **t)
{
    int id;
    node * cur;
    printf("enter id number: ");
    scanf("%d", &id);
    while(id > 0)
    {
        cur = malloc (sizeof(node));
        cur -> id = id;
        cur -> next = NULL;
        cur -> prev = NULL;
        if(*h != NULL)
        {
            (*h) -> prev = cur;
            cur -> next = *h;
            *h = cur;
        }
        else
        {
            *h = cur;
            *t = cur;
        }
        printf("enter id number: ");
        scanf("%d", &id);
    }
}

void printthem(node *h)
{
    node * cur;
    cur = h;
    while(cur != NULL)
    {
        printf("%d \n", cur -> id);
        cur = cur -> next;
    }
}
```