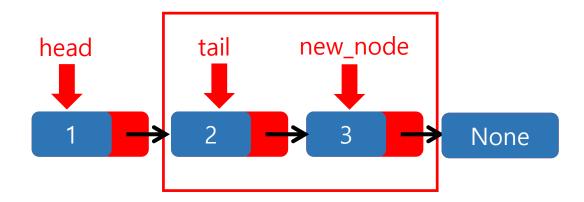
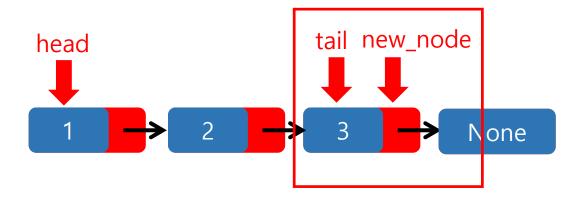


self.tail.next = new_node self.tail = new_node self.d_size += 1



else:#3 self.tail.next = new_node self.tail = new_node self.d_size += 1



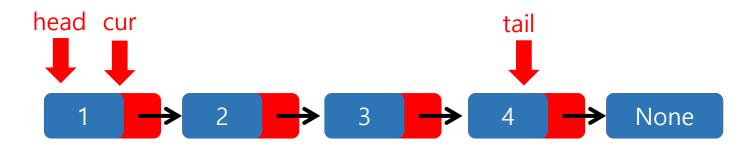
```
#첫번째 노드를 가리킨다

pos = 0

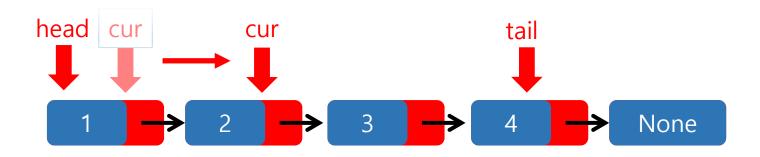
cur = self.head#1

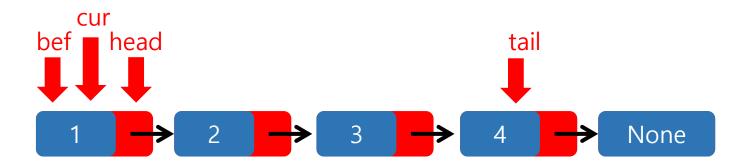
if pos >= start and target == cur.data:#3

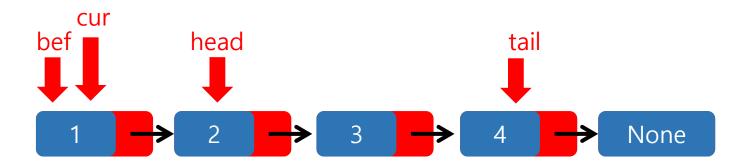
return cur.data, pos#5
```

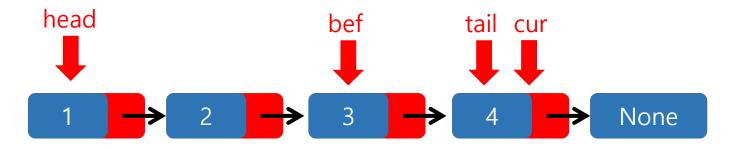


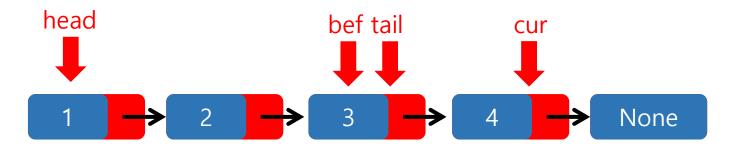
while cur.next: pos += 1 cur = cur.next#2 if pos >= start and target == cur.data:#4 return cur.data, pos#6











#4. 일반적인 경우 bef.next = cur.next#6 self.d_size -= 1 return cur.data

