

```
void del (node* head, int val) ;
```

```
node* temp = head;
```

```
while (temp) ;
```

```
    if (temp->val == val) :
```

```
        if (temp->prev) :
```

```
            temp->prev->next = temp->next;
```

```
        if (temp->next) :
```

```
            temp->next->prev = temp->prev;
```

```
        delete temp;
```

```
        break; // ensures we delete only one occurrence.
```

```
    temp = temp->next;
```