Lab 4: SLL – Deleting Nodes

Using the **start project**, implement the function **deleteNode** in the **Functions.cpp** file. Note that the lecture slides, **01b_singly_linked_lists** contain a visual version of how to delete nodes.

Your function will pass only **one parameter**, the **key to delete** from the list.

Cases to consider:

- The calling object is empty.
    - For this case, print the **error** message, "Cannot delete from an empty list."
- The node to be deleted is the first node in the list.
- The node to be deleted is somewhere in the list (could be the last node).
- The key is not found; therefore, there is nothing to delete.
    - For this case, print the **error** message, "Item to be deleted is not in the list."

Do **NOT** add any additional functions and/or member variables.

EXPECTED OUTPUT:

```
Inserted: 2 3 4 5 6

List is: 6 5 4 3 2


Deleting 100...
Item to be deleted is not in the list.

Deleting 4...
6 5 3 2

Deleting 2...
6 5 3

Deleting 6...
5 3

Deleting 5...
3

Deleting 3...
List is empty.

Deleting 2 from an empty list...
Cannot delete from an empty list.


Press any key to continue . . .
```