

LinkedList<T>.Remove Method

Namespace: [System.Collections.Generic](#)

Assemblies: System.Collections.dll, System.dll, netstandard.dll

Removes the first occurrence of a node or value from the [LinkedList<T>](#).

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[Remove\(LinkedListNode<T>\)](#)

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Overloads

[Remove\(LinkedListNode<T>\)](#)

Removes the specified node from the [LinkedList<T>](#).

[Remove\(T\)](#)

Removes the first occurrence of the specified value from the [LinkedList<T>](#).

Remove(LinkedListNode<T>)

Removes the specified node from the [LinkedList<T>](#).

C#



```
public void Remove (System.Collections.Generic.LinkedListNode<T> node);
```

Parameters

node [LinkedListNode<T>](#)

The [LinkedListNode<T>](#) to remove from the [LinkedList<T>](#).

Exceptions

[ArgumentNullException](#)

node is null.

[InvalidOperationException](#)

node is not in the current [LinkedList<T>](#).

Examples

For an example that includes this method, see the [LinkedList<T>](#) class.

Remarks

This method is an O(1) operation.

See also

- [RemoveFirst\(\)](#)
- [RemoveLast\(\)](#)
- [Clear\(\)](#)

- [AddBefore](#)
- [AddAfter](#)
- [AddFirst](#)
- [AddLast](#)

Remove(T)

Removes the first occurrence of the specified value from the [LinkedList<T>](#).

C#

 Copy

```
public bool Remove (T value);
```

Parameters

value T

The value to remove from the [LinkedList<T>](#).

Returns

[Boolean](#)

true if the element containing `value` is successfully removed; otherwise, false. This method also returns false if `value` was not found in the original [LinkedList<T>](#).

Implements

[Remove\(T\)](#)

Examples

For an example that includes this method, see the [LinkedList<T>](#) class.

Remarks

This method performs a linear search; therefore, this method is an $O(n)$ operation, where n is [Count](#).

See also

- [RemoveFirst\(\)](#)
- [RemoveLast\(\)](#)
- [Clear\(\)](#)
- [AddBefore](#)
- [AddAfter](#)
- [AddFirst](#)
- [AddLast](#)

Applies to

.NET Core

3.0, 2.2, 2.1, 2.0, 1.1, 1.0

.NET Framework

4.8, 4.7.2, 4.7.1, 4.7, 4.6.2, 4.6.1, 4.6, 4.5.2, 4.5.1, 4.5, 4.0, 3.5, 3.0, 2.0

.NET Standard

2.1, 2.0, 1.6, 1.4, 1.3, 1.2, 1.1, 1.0

UWP

10.0

Xamarin.Android

7.1

Xamarin.iOS

10.8

Xamarin.Mac

3.0

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 Yes  No
