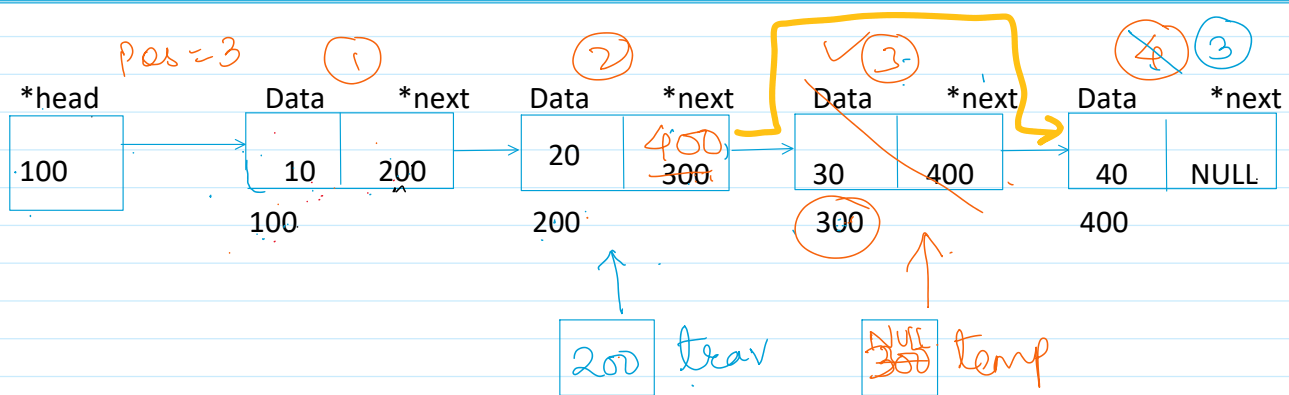If List is empty   Print : list is empty

If pos == 1   Delete_first()

If pos == count   Delete_last() ✓

(8)

If pos < 1 or pos > count   Invalid Position

(9 > 8)

---

pos = 3

*head	Data *next	Data *next	Data *next	Data *next
100	10 | 200	20 | ~~300~~ 400	30 | ~~400~~	40 | NULL
	100	200	300	400

(1) (2) (3̶ ̶4̶) 3

trav = 200

temp = ~~300~~ NULL

① Traverse till pos-1

```
Struct node *trav = head;
for(i=1; i < pos-1; i++)
{
    trav = trav->next;
}
```

② Take a backup of pos node into
   a temp pointer variable.

```
Struct node *temp = trav->next;
```

③ Attach the 2nd node to the 4th node.
   Attach the pos-1 node to pos+1 node.

```
trav->next = 400;
trav->next = temp->next;
```

trav →next = temp →next;

OR.

trav →next = trav→next →next;

④ free the pos node.

free(temp);

temp = NULL;