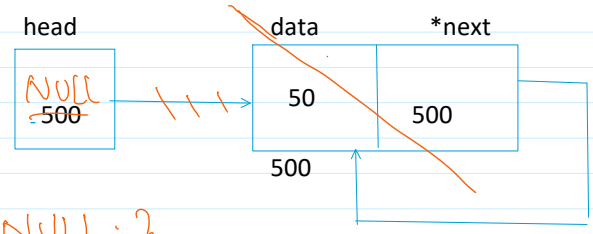
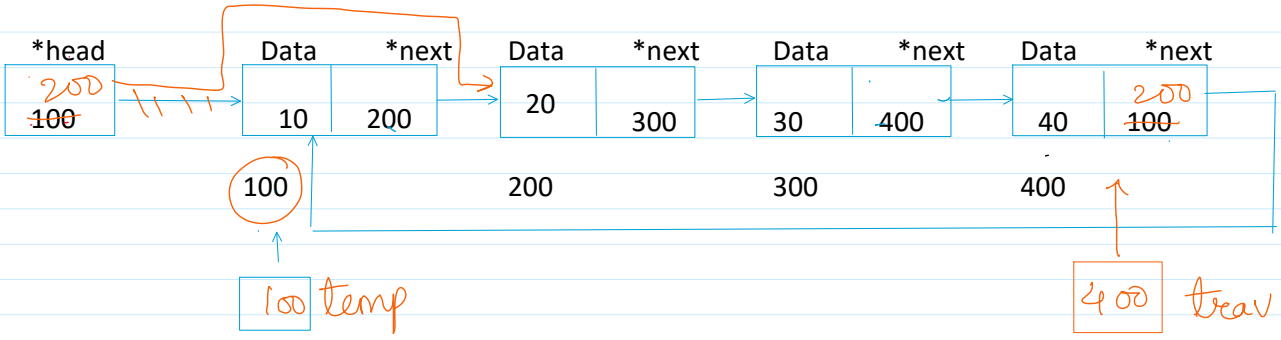
16 April 2024 14:58

1) If (head == NULL)
printf("List is Empty");

2) if list contains only 1 node

If (head->next == head)
{
free(head); head = NULL; }





1) Traverse till the last node.

```
Struct node *trav = head;
while (trav->next != head)
{
    trav = trav->next;
}.
```

2) Take a back up of 1st node into a temp pointer variable.

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

3) update the head pointer to point to 2nd node.

```
head = head->next;
```

OR

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

4) update the next pointer of last node.

```
trav->next = head;
```

⑤ free the node.

```
free(temp);
temp = NULL;
```