1. Explain two advantages of linked lists ? **[4]**

1. Create a doubly circular linked list . (just main code) **[5]**
2. Imagine you're building a **turn-based game** where players take turns to defeat monsters. The game uses a **dummy headed** **doubly linked list** to keep track of players' actions. However, the game’s developers have decided that only actions at **odd positions** should be carried out, while actions at **even positions** are discarded because they’re just distractions.

Now, your task is to complete the given method **remove\_even(head)** which takes the head of the linked list as input to perform **removing actions at even positions** so only actions at **odd positions** (like 1, 3, 5, etc.) remain, ensuring that the game proceeds smoothly. **[6]**