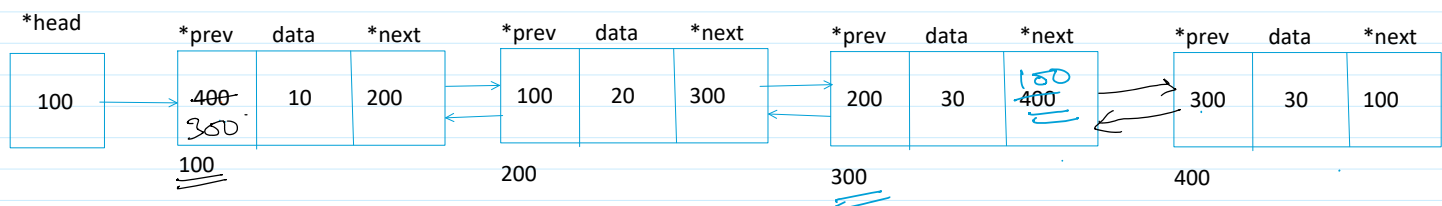
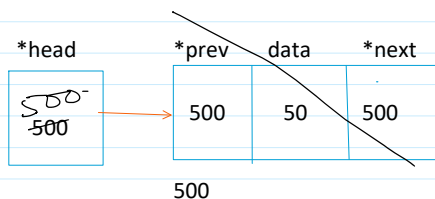


① if (head == NULL)  
printf("Empty");

② if (head->next == head)

{  
free(head);  
head = NULL;  
}



400 temp

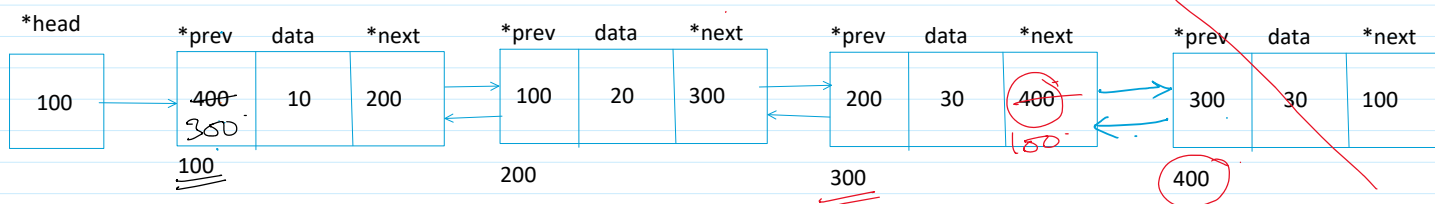
Start node \*temp = head->prev;

① 100->prev = 200;  
head->prev = temp->prev;

② 300->next = head;  
temp->prev->next = head;

free(temp);  
temp = NULL;

without using temp pointer



100->prev = 300;

head->prev = 100->prev->prev

① head->prev = head->prev->prev;

free(400);  
↓  
300 → next;  
↓  
100 → prev.

② free(head → prev → next);

300 → next = 100;  
100 → prev

③ head → prev → next = head;