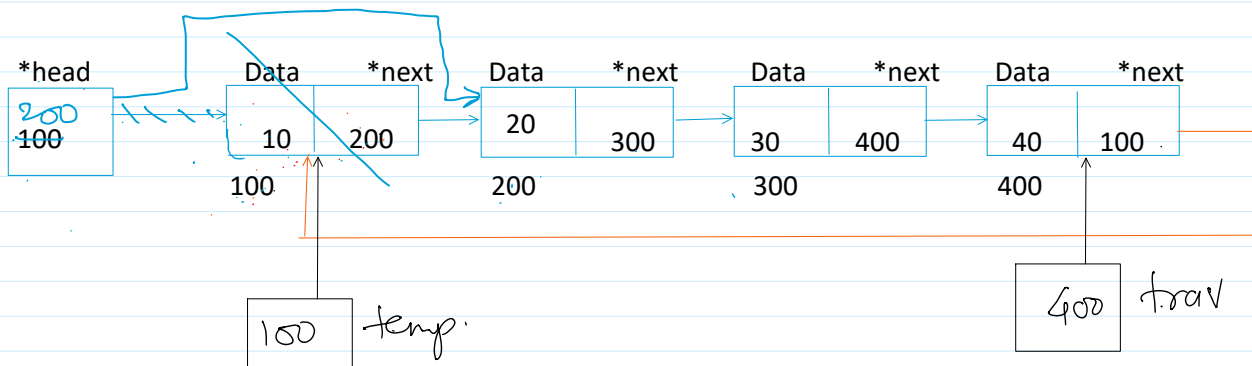
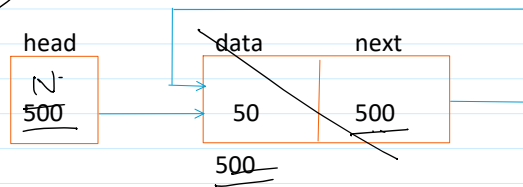


① If (head == NULL)  
printf("Empty");

2) 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 backup of the first node.  
Struct node \*temp = head;

3) Update the head pointer to point to the 2nd node.  
Head = temp->next;

4) Update the pointer of the last node.  
Trav->next = head;

5) Free the temp node;  
Free(temp);  
Temp = NULL;