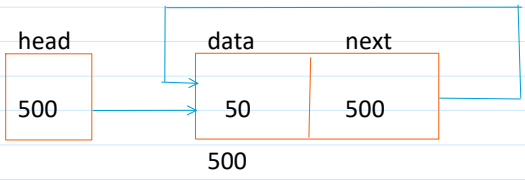
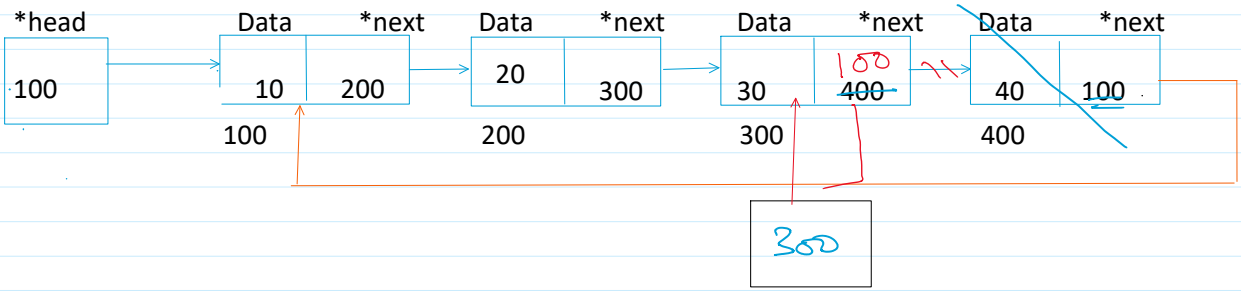
05 December 2025 14:31

① If(head == NULL)
printf("Empty");

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





300 != 100
400 != 100
100 != 100

300->400->100
While(trav->next->next != head)
{
trav = trav->next;

1) Traverse till the second last node.
Struct node *trav = head;

While(trav->next->next != head)
Trav = trav->next;

2) Free(trav->next);

3) Trav->next = head; // circular