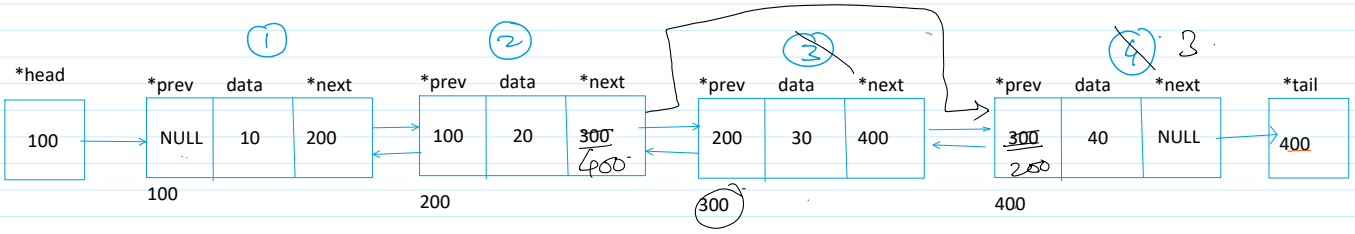
pos

If List is empty → printf("Empty");

If pos == 1 → delete_first()

If pos == count → delete_last()

If pos < 1 or pos > count → printf(Invalid);




200 trav

300 temp

400 → prev = 200;
300 → next → prev = trav;
temp → next → prev = trav;

(1) traverse till pos-1 node.

```
Struct node *trav = head;
for(i=1; i<pos-1; i++)
    trav = trav->next;
```

(2) take a backup of pos node;

```
Struct node *temp = trav->next;
```

(3) Link the pos-1 node and pos+1 node.

```
trav->next = temp->next;
```

(4) Create a backward link between pos+1 node and pos-1 node.

```
temp->next->prev = trav;
```