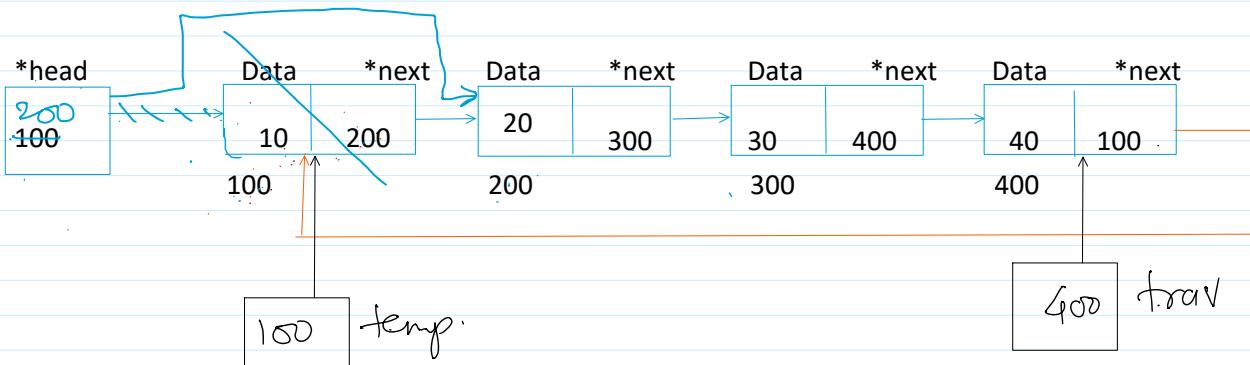
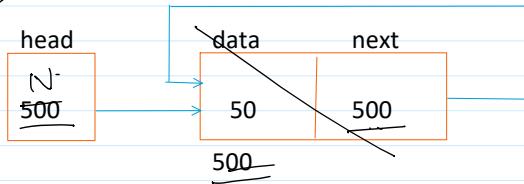


① if(`head == NULL`)
`printf("Empty");`

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;
```