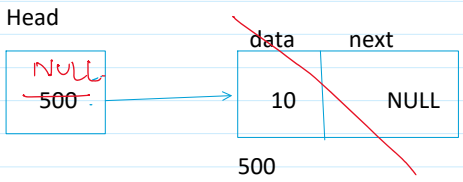
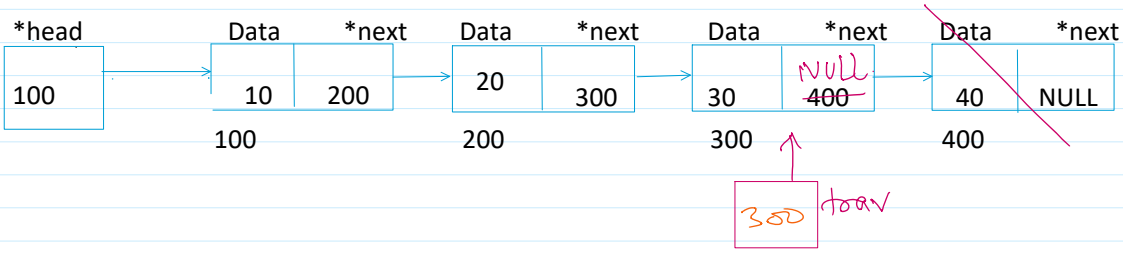
04 December 2025 14:33

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

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





300 != NULL
400 != NULL
X NULL != NULL

1) Traverse till the second last node.

```
Struct node *trav = head;

While(trav->next->next != NULL)
{
    Trav = trav->next;
}
```

2) Free the last node using the trav pointer.
   Free(trav->next);

3) Trav->next = NULL;

Best case : if list has only 1 node : O(1)
Worst/ avg : O(n)