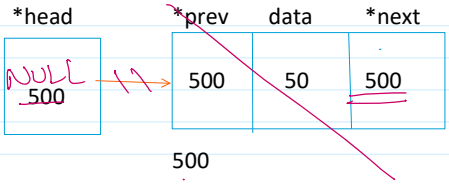
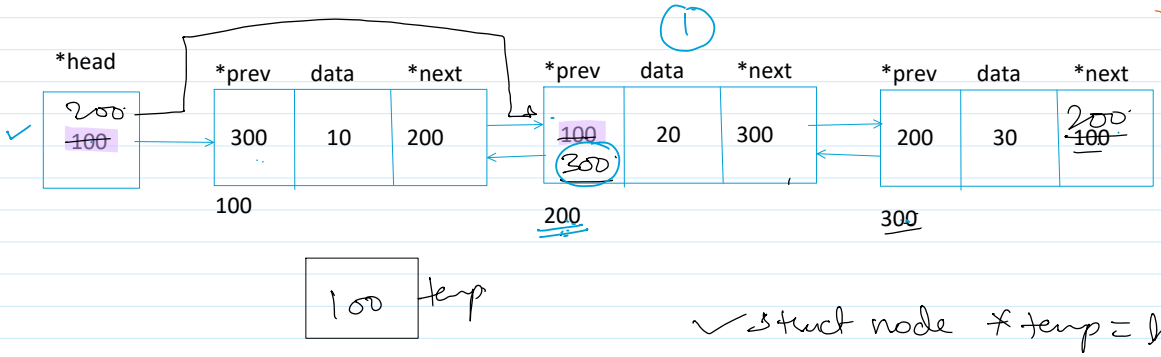
06 December 2025 16:33

① if(head == NULL)
printf("Empty");

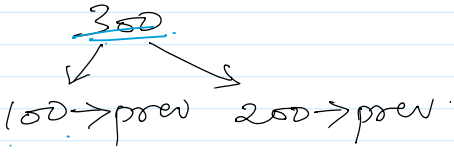
② if(head->next == head)
{
free(head);
head = NULL;
}





100 temp

struct node *temp = head;



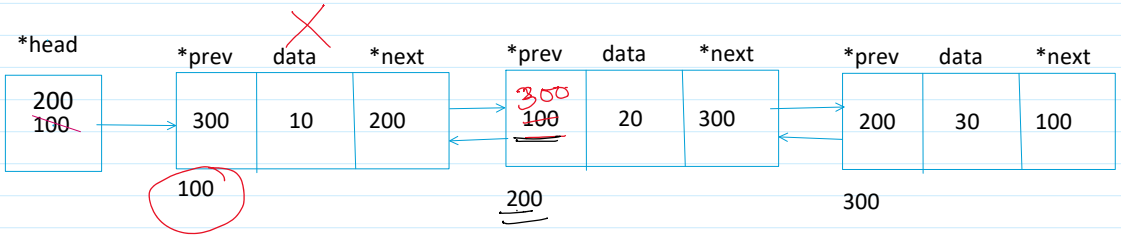
① head = 200;
head = head->next;

② 200->prev = 300;
head->prev = temp->prev;

③ 300->next = 200;
head->prev->next = head;

④ free(temp); temp = NULL;

Without using temp pointer.



1) Attach the 2nd node to the last node.(backward link)

200->prev = 300;
Head->next->prev = head->prev;

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

3) Free the node at 100 using the last node.
   Free(300->next);
   Free(200->prev->next);
   Free(head->prev->next);

4) Update the last node to point to 200.
   Head->prev->next = head;