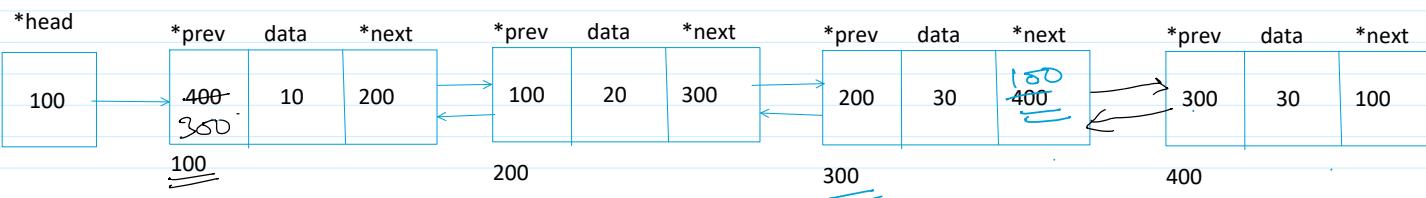
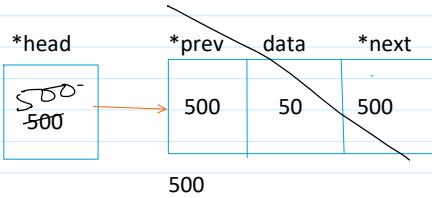


① if ( $\text{head} == \text{NULL}$ )  
 print ("Empty");

② if ( $\text{head} \rightarrow \text{next} == \text{head}$ )  
 {  
 free ( $\text{head}$ );  
 $\text{head} = \text{NULL};$   
}  
}



400 temp

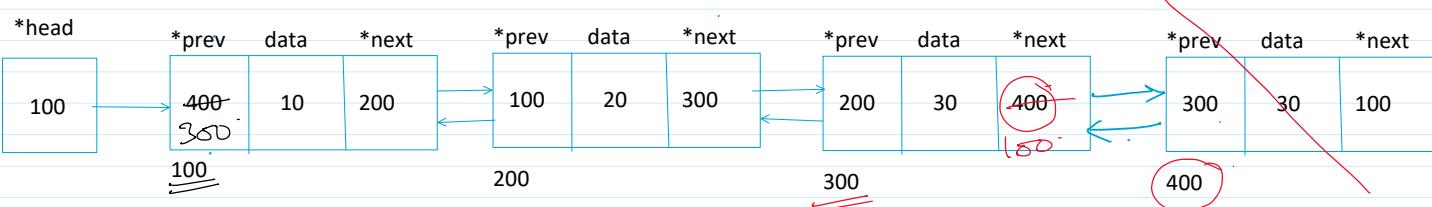
Struct node \*temp = head->prev;

①  $100 \rightarrow \text{prev} = 200;$   
 $\text{head} \rightarrow \text{prev} = \text{temp} \rightarrow \text{prev};$

②  $300 \rightarrow \text{next} = \text{head};$   
 $\text{temp} \rightarrow \text{prev} \rightarrow \text{next} = \text{head};$

free ( $\text{temp}$ );  
 $\text{temp} = \text{NULL};$

without using temp pointer



$100 \rightarrow \text{prev} = 300;$

$\text{head} \rightarrow \text{prev} = 100 \rightarrow \text{prev} \rightarrow \text{prev}$

①  $\text{head} \rightarrow \text{prev} = \text{head} \rightarrow \text{prev} \rightarrow \text{prev};$

free(400);

↓  
300 → next;

↓  
100 → prev.

② free(head → prev → next);

300 → next = 100;

100 → prev

③ head → prev → next = head;