

6. With a given BookNode struct, please complete the following function to deletes a book, the title of which is book_title. If the book list is empty, your program shows "The book list is empty!"

```
struct BookNode {  
    string title;  
    float price;  
    BookNode *next_book;  
};  
typedef BookNode* BookPtr;  
  
void DeleteBook(BookPtr& book_list, string book_title) {  
    BookPtr cur_book_ptr, pre_book_ptr;  
  
    if (book_list == NULL) //Empty list  
        cout << "The book list is empty!\n";  
    else {  
        pre_book_ptr = NULL;  
        cur_book_ptr = book_list;  
        while (cur_book_ptr != NULL) {  
            if (cur_book_ptr->title != book_title) { //does not match  
                pre_book_ptr = cur_book_ptr;  
                cur_book_ptr = cur_book_ptr->next_book;  
            }  
            else { //match and delete node pointed by cur  
                //cur_book_ptr points to the first book  
                if (pre_book_ptr == NULL) {  
                    book_list = book_list->next_book;  
                    delete cur_book_ptr;  
                    cur_book_ptr = NULL;  
                }
```

```
    }  
    else { //cur_book_ptr is NOT pointing to the first book  
        pre_book_ptr->next = cur_book_ptr ->next_book;  
        delete cur_book_ptr;  
        cur_book_ptr = NULL;  
    }  
}  
}  
}
```