

```
1  /*
2  * Programmer: Garrick Hutcheson
3  * Quiz2
4  * Section 8
5  * 9/8/17
6  */
7
8  #include "LinkedList.h"
9
10
11 int deleteAtPositionN(struct Node **pHead, int n, int *pData)
12 {
13     int success = 0;
14     if (n > 0 && *pHead)
15     {
16         Node *pCur, *pPrev = *pHead;
17         for (int i = 0; i < n - 1; i++)
18             pCur = pCur->pNext; //traverse list
19         pPrev = pCur; //set pPrev pointer at index n-1
20         pCur = pCur->pNext; //move pCur to node to be deleted
21         pPrev->pNext = pCur->pNext;
22         *pData = pCur->data; //save data from to-be-deleted node
23         free(pCur);
24
25         success = 1;
26     }
27     return success;
28 }
```