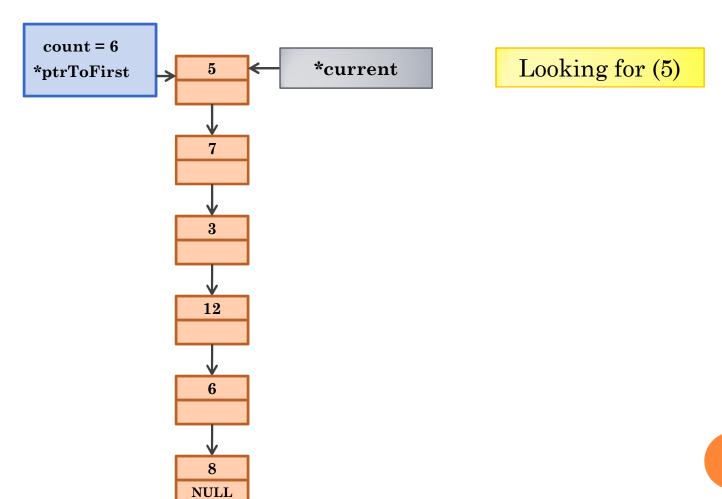
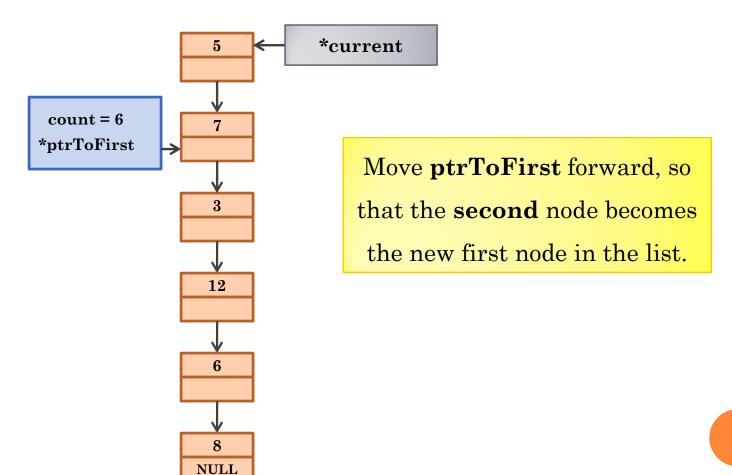


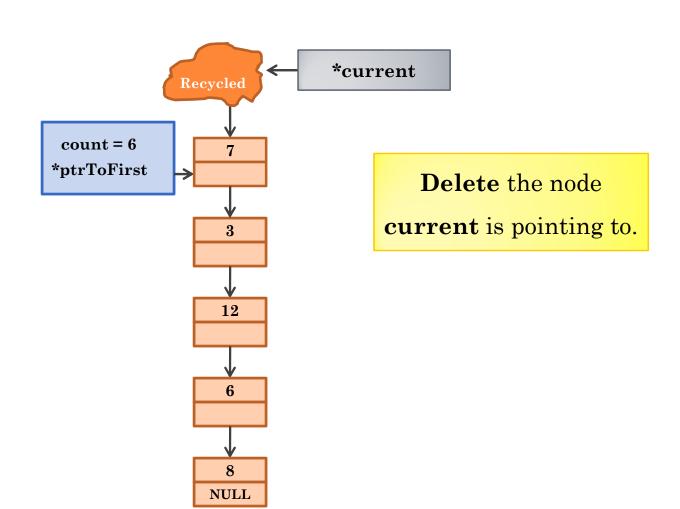
DELETING A NODE

- To delete a node in the list, you need to first find the node and then delete it.
- Cases to consider:
 - 1. The list is empty
 - Output a cerr message
 - 2. The node to delete is the **first node**
 - You will need to connect the **list object** to the **second** node in the list, which will become the new first node in the list.
 - 3. The node to delete is after the first node
 - You will need 2 pointers, one that moves forward and another that follows.
 - 4. The node is **not found**

DELETING THE FIRST NODE







count = 6
*ptrToFirst

3

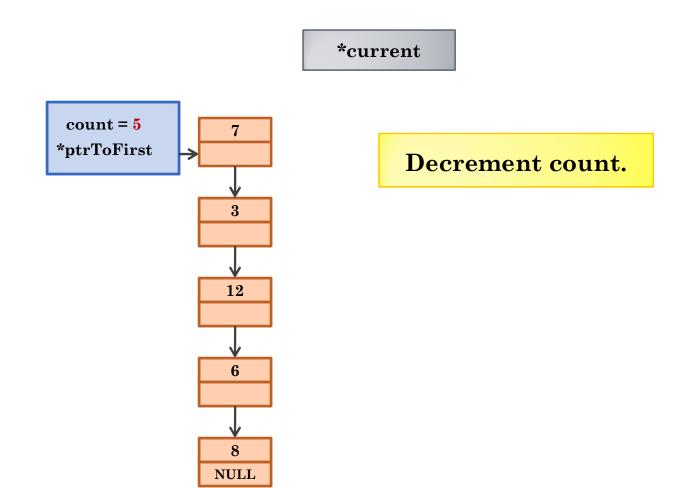
12

6

NULL

*current

Reset current to NULL,
so that it is not a
dangling pointer.

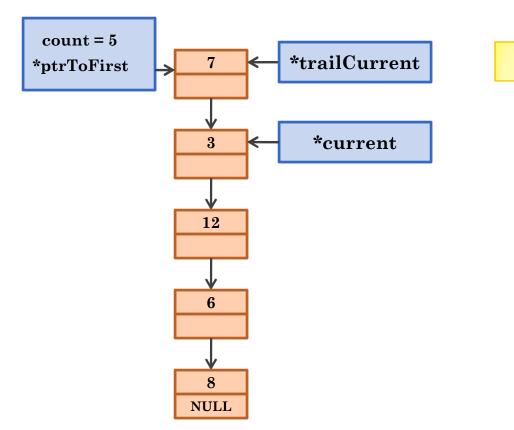


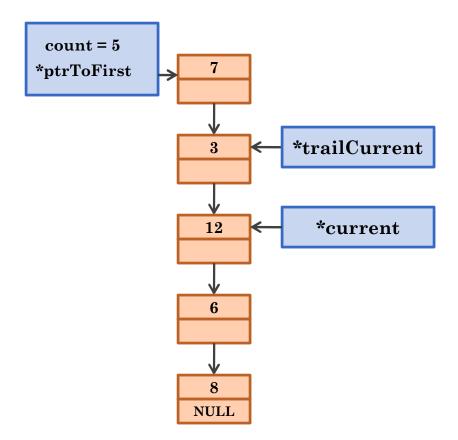
DELETING OTHER NODES

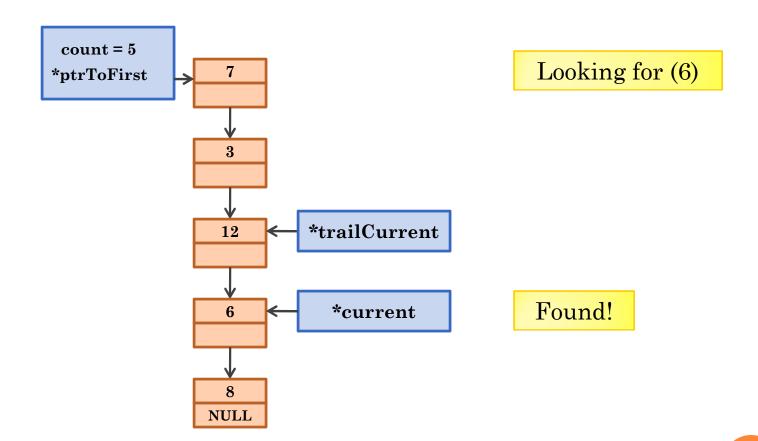
- If the node you are looking for is **not** the first, you will need to use **2 pointers**.
- The standard identifiers for these pointers are:
 - current
 - You can point this pointer to the second node in the list, because you already determined that the node to delete is not the first.

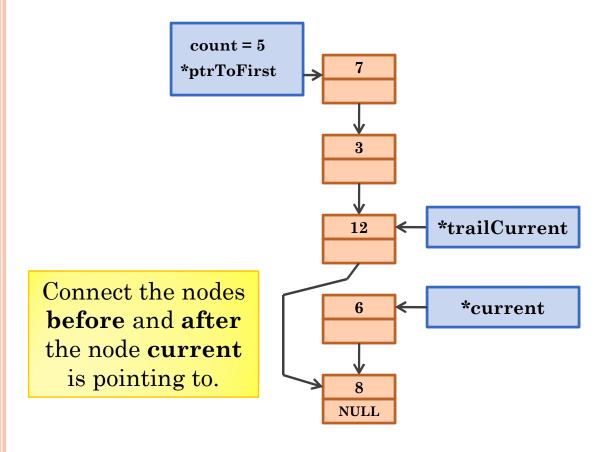
trailCurrent

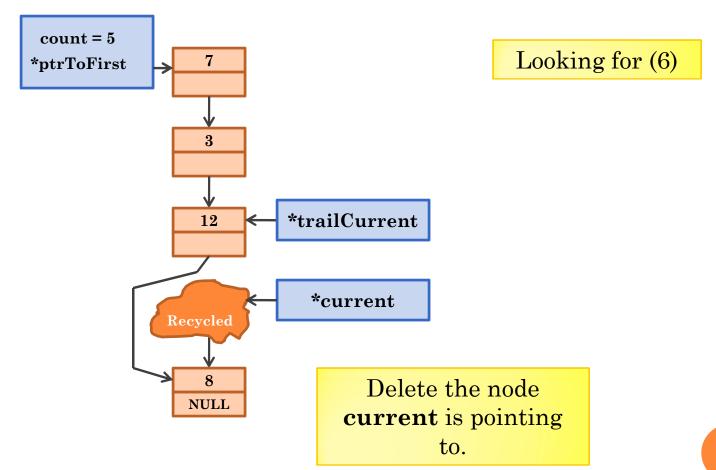
• You will be pointing this pointer to the first node in the list and always keep it behind **current**.

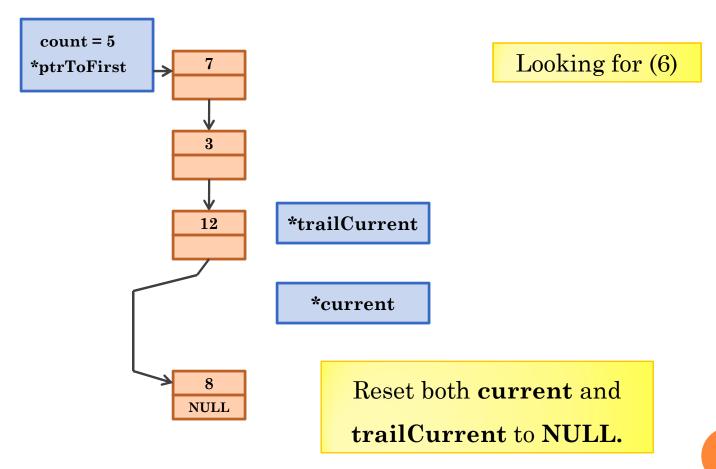


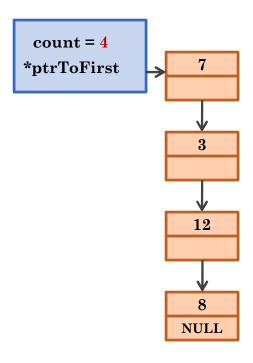










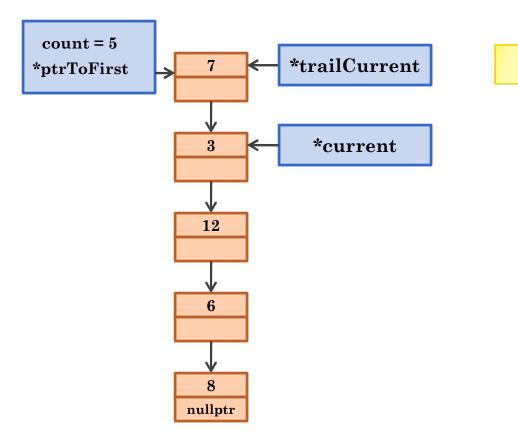


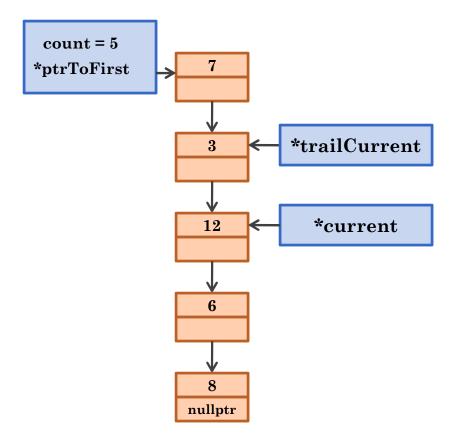
Decrement the count.

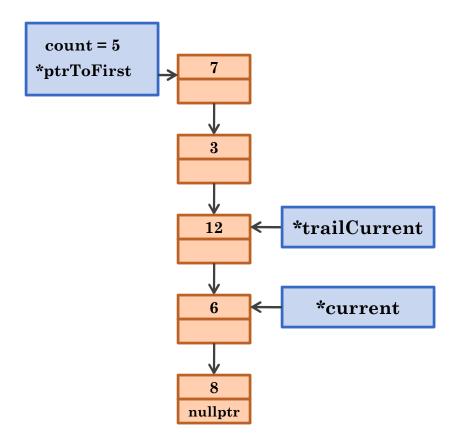
Deletion completed.

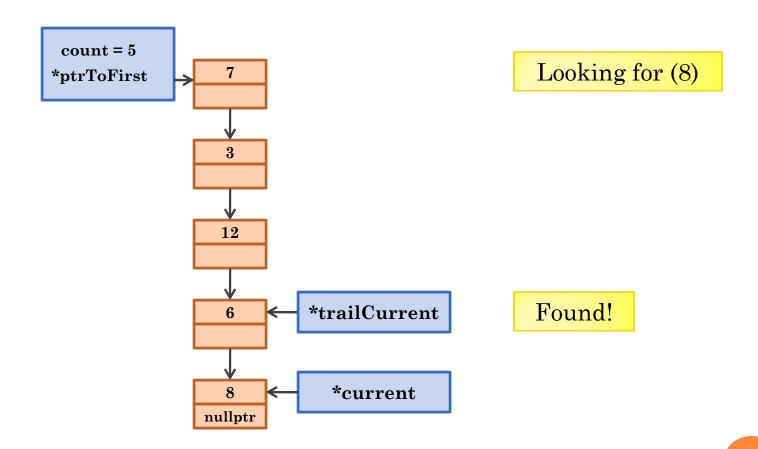
Deleting the Last Node in the List

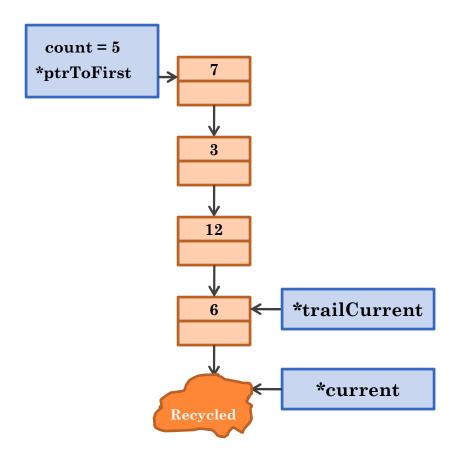
• If the node you are looking for is the **last node** in the list, you need to make sure that the **new last node** will point to **NULL**.





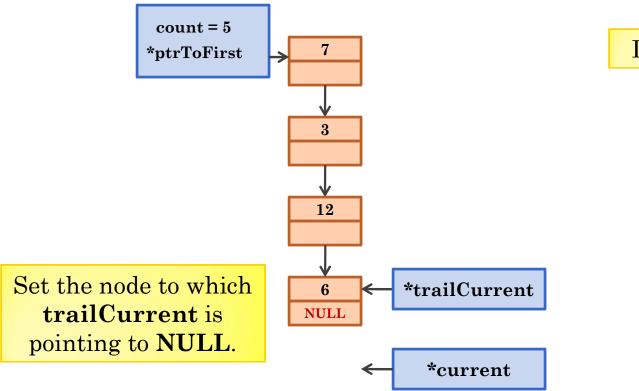


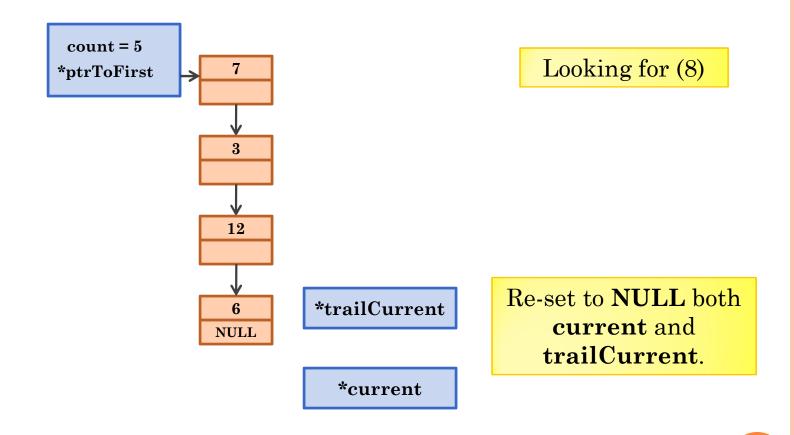


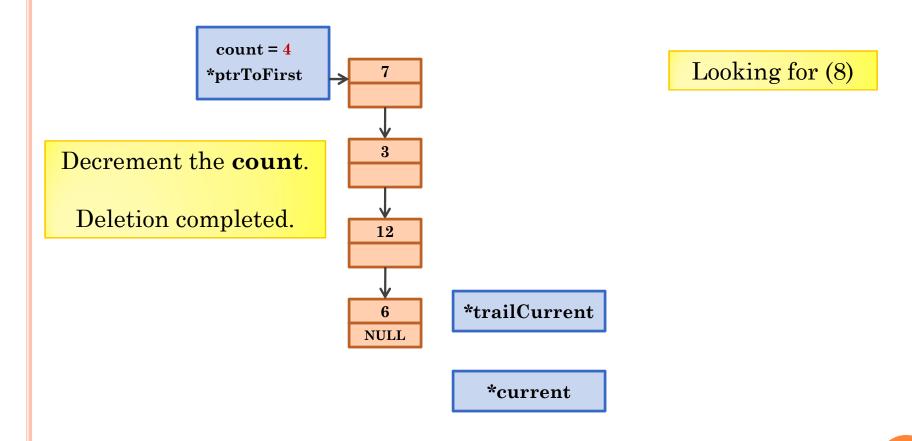


Looking for (8)

Delete the node current is pointing to.







END SINGLY-LINKED LISTS (PART B)

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