

```
void remove (int pos)
{
    Node *curr = head;
```

```
    if (pos == 1) // head?
```

```
    head = head->next;
    delete curr;
```

```
    }
    else
    {
```

```
        Node *prev = NULL;
```

```
        for (int i = 1; i < pos; i++)
```

```
        {
            prev = curr;
```

```
            curr = curr->next;
```

```
        }
```

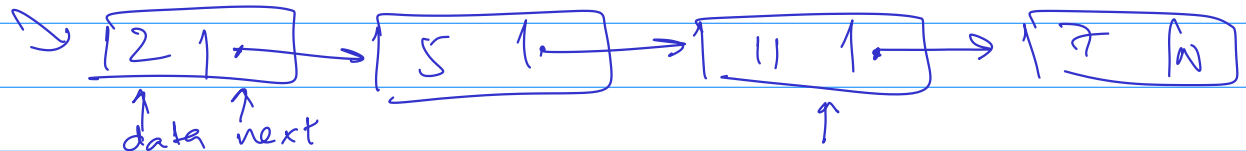
```
        prev->next = curr->next;
```

```
        delete curr;
```

```
        length--;
```

```
    }
```

head



```
bool search (int val)
```

```
{
```

```
    bool exists = false;
```

```
    Node *curr = head;
```

```
    while (curr != NULL)
```

```
    {
```

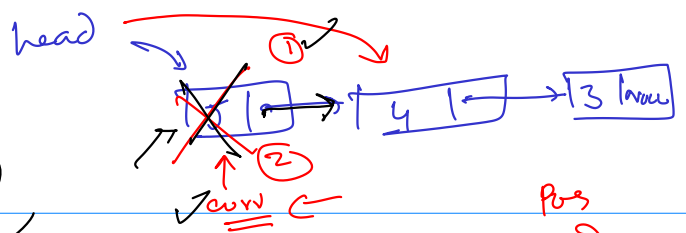
```
        if (curr->data == val)
```

```
        {
```

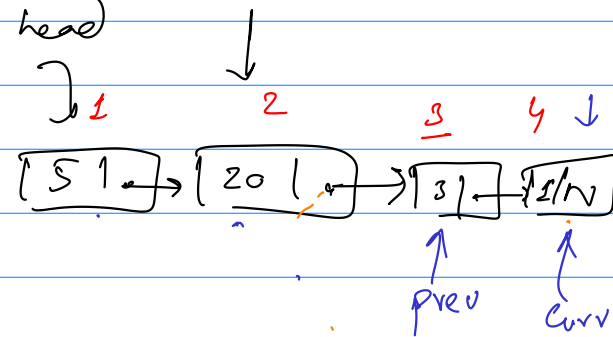
```
            exists = true;
```

```
            return exists;
```

```
        }
```



pos
remove(3)



curr = curr → next;

```
}  
    return exists;  
}
```