node + removelat (node + head) node + temp = head; grieve (node +) gi if (head == NULL) return head i else q: push (head); while (! q. empty ()) eting grill Read = 9. from (); if (head > right != NVILL && head > g. push (head > righ);
g. push (head > lift); else if (head > left! = NULL &&

head > right = = NULL)

g bush (head > left);

else if (head > left == NULL &&

hidd > right! = NULL)

g bush (head > right); else & free (head); }

2 psp(); return temp;