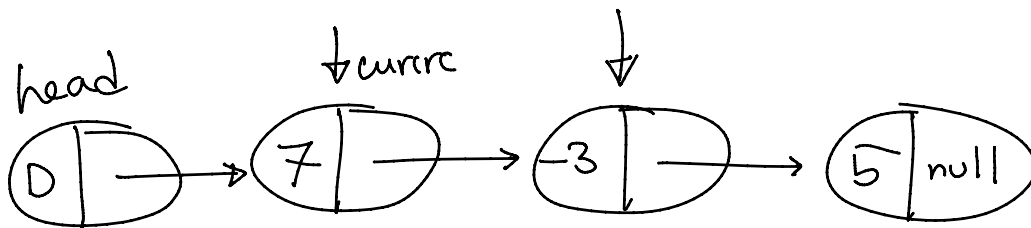


node \* nextNode = head → next

head → next = new node(value)

head → next → next = nextNode



0 → (head → next) → value

1 → (head → next → next) → value

2 → (head → next → next → next) → value

idx = 0/1

curr → next

5, 4, 3, 2, 1, 0

→ while (idx > 0)

```

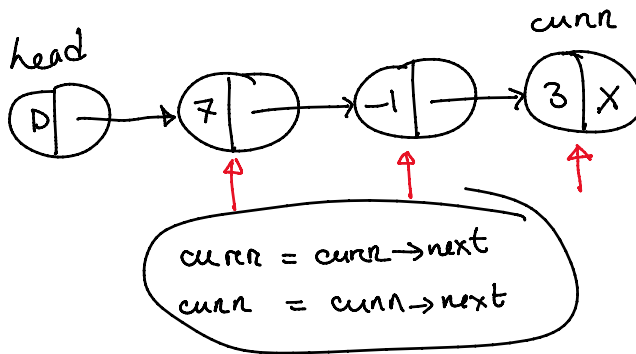
idx = 0/1
node* curr = head->next
for(int i=0; i<idx; i++)
    curr = curr->next;
return curr->value;

```

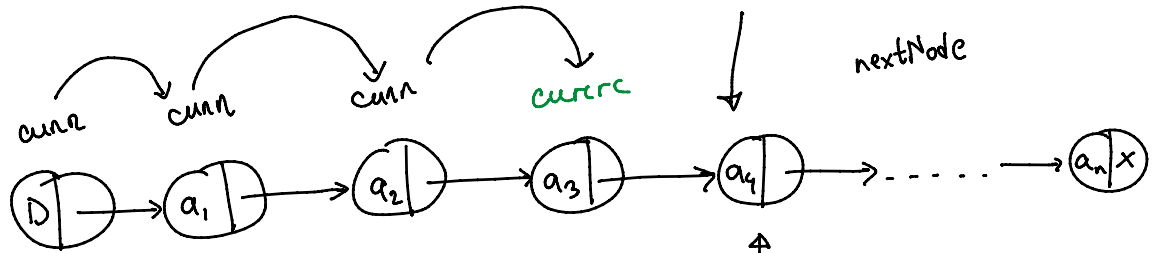
while (idx > 0)

0 < 5  
1 < 5  
2 < 5  
3 < 5  
4 < 5  
5 < 5

{  
curr = curr->next;  
idx--;  
}



curr->value



```

node* nextNode = curr->next->next;
curr->next = nextNode;

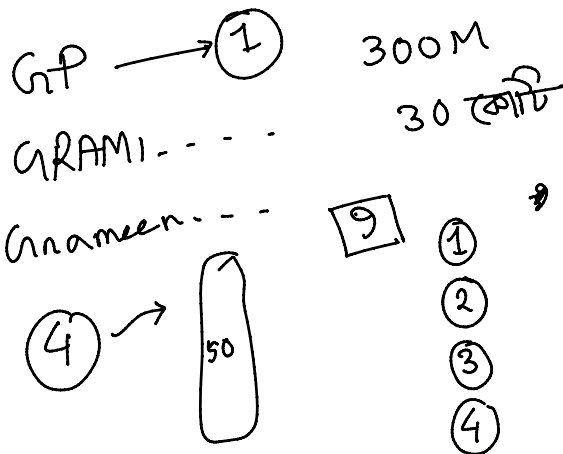
```

4 → 3

```

node* curr = head;
for(int i=0; i<(position-1); i++)
    curr = curr->next;
node* nextNode = curr->next->next;
curr->next = nextNode;

```



2.5 mins → 500 ms  
→ < 100 ms

