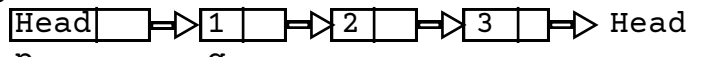


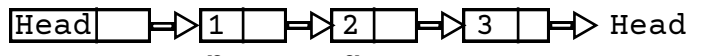
```


void Delete_LinkList(LNode * L, int key) {
    LNode * p = L, * q = L -> next;
    while (q != L && q -> data != key) {
        p = q;
        q = q -> next;
    }
    if (q == L)
        printf("Not existing element!!\n");
    else if (q -> data == key) {
        p -> next = q -> next;
        free(q);
    }
}

```

key = 2

1.  Head \Rightarrow 1 \Rightarrow 2 \Rightarrow 3 \Rightarrow Head
p q

2.  Head \Rightarrow 1 \Rightarrow 2 \Rightarrow 3 \Rightarrow Head
p q

3.  Head \Rightarrow 1 \Rightarrow 2 \Rightarrow 3 \Rightarrow Head
q p