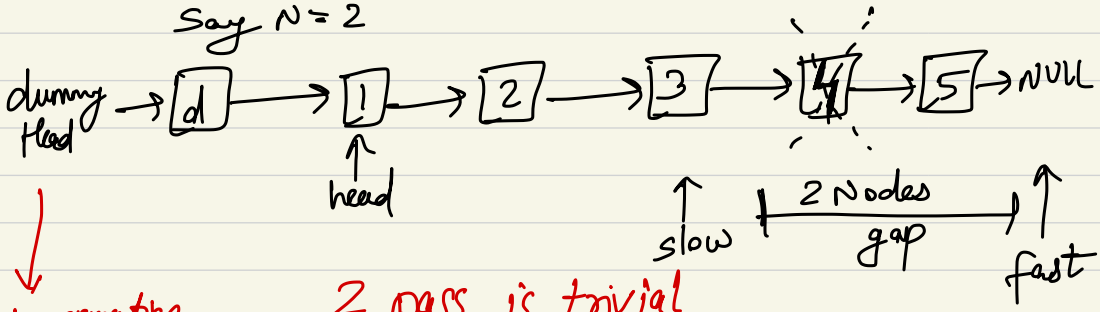
REMOVE N^{th} NODE FROM END.

Say N = 2

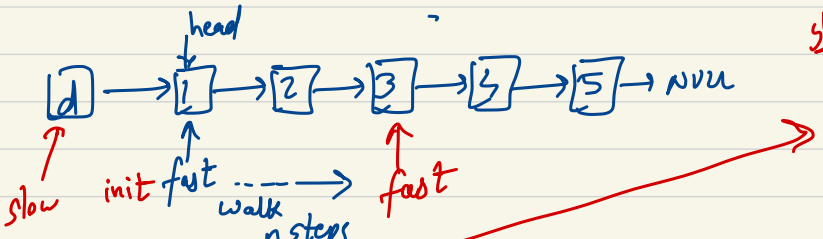


"makes implementation easier"

2 pass is trivial
1st pass get length
2nd pass reach node before target and remove. - pointer manipulation

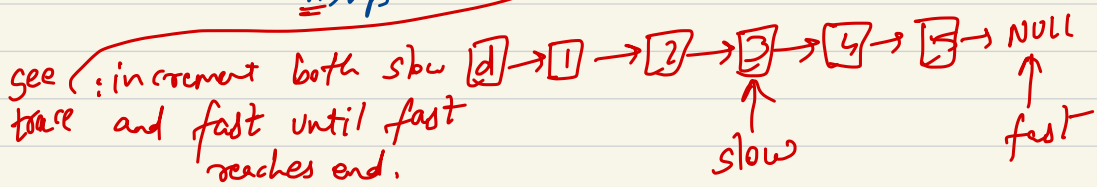
1 pass.!?!

Idea: We know how many steps back should prev be from end.



Trace.

slow	fast
d	3
1	4
2	5
3	NULL



slow.next ← slow.next.next

Return d.next.