Programiz
C Online Compiler

main.c

Share Run

```c
#include <stdio.h>
#include <stdlib.h>
struct Node {
    int data;
    struct Node* next;
};
void deleteNode(struct Node** head, int pos) {
    if (*head == NULL) {
        printf("List is empty.\n");
        return;
    }
    struct Node* temp = *head;
    if (pos == 1) {
        *head = temp->next;
        free(temp);
        return;
    }
    for (int i = 1; temp != NULL && i < pos - 1; i++) {
        temp = temp->next;
    }
    if (temp == NULL || temp->next == NULL) {
        printf("Position not found.\n");
        return;
    }
    struct Node* nextNode = temp->next->next;
    free(temp->next);
    temp->next = nextNode;
```

Output Clear

```
Original List:
10 -> 20 -> 30 -> NULL
After Deletion at position 2:
10 -> 30 -> NULL


=== Code Execution Successful ===
```