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#include #include struct Node { int data; struct Node* next; }; void deleteNode(struct Node** head, int key) { struct Node* temp = *head, *prev; if (temp != NULL && temp->data == key) { *head = temp->next; free(temp); return; } while (temp->data != key) { prev = temp; temp = temp->next; } if (temp == NULL) return; prev->next = temp->next; free(temp); } void printList(struct Node* node) { while (node != NULL) { printf("%d ", node->data); node = node->next; } } int main() { struct Node* head = (struct Node*)malloc(sizeof(struct Node)); head->data = 1; head->next = (struct Node*)malloc(sizeof(struct Node)); head->next->data = 2; head->next->next = (struct Node*)malloc(sizeof(struct Node)); head->next->next->data = 3; head->next->next->next = (struct Node*)malloc(sizeof(struct Node)); head->next->next->next->data = 4; head->next->next->next->next = (struct Node*)malloc(sizeof(struct Node)); head->next->next->next->next->data = 5; head->next->next->next->next->next = NULL; printf("Linked list before deletion: "); printList(head); deleteNode(&head, 6); printf("\nLinked list after deletion: "); printList(head); return 0; }
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