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template <class ItemType>
void Sorted<ItemType> :: DeleteItem(ItemType& item)
{
    if(head != NULL)
    {
        NodeType* ptr = new NodeType;
        ptr=head;

        if(head == foot)
        {
            head =NULL;
            foot = NULL;
            delete ptr;
            length--;
        }
        else if(item==head->info)
        {
            head=head->next;
            delete ptr;;
            length--;
        }
        else
        while(ptr->next!=NULL)
        {
            if(item==ptr->next->info)
            {
                NodeType* locate = new NodeType;
                locate=ptr;
                ptr=ptr->next;
                locate->next=ptr->next;
                foot=locate;
                delete ptr;
                length--;
                break;
            }
            ptr=ptr->next;
        }
    }
    cout<<"Deletion was not successful"<<endl;
}

```

$O(n)$

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template <class ItemType>
void Sorted<ItemType>:: ResetList()
{
    nextItem=head;
}

```

$O(1)$