

FUNCTION search\_to\_delete(head, data\_to\_delete):

1. set "current\_node" to "head"
2. if the "data" of "current\_node" is equal to "search\_key" return "current\_node"
3. if the "data" of the "next" node of "current\_node" is equal to "data\_to\_delete" then return "current\_node"
4. move "current\_node" to the "next" of "current\_node"
5. repeat steps 2 and 3 until "current\_node" is NULL or the "next" node of "current\_node" is NULL
6. return "current\_node"

FUNCTION delete(head, data\_to\_delete):

1. get node that would be deleted using the "search\_to\_delete" function. set it as "node\_to\_delete"
2. if the "node\_to\_delete" itself is NULL or the "next" node of the "node\_to\_delete" is NULL then print that "Value cannot be deleted"
3. if the "data" of "node\_to\_delete" is equal to "data\_to\_delete", then point "head" to "next" of "head" and delete "node\_to\_delete" and return head
4. save the "next" node of "node\_to\_delete" to "del\_node"
5. if the "data" of the "next" node of "node\_to\_delete" is equal to "data\_to\_delete", point the "next" of "node\_to\_delete" to the "next" of the "next" node of "node\_to\_delete"
6. delete "del\_node" and return head