LinkedList<int> list = new LinkedList<int>();

Random random = new Random();

int element = 0;

for (int i = 0; i < 100; i++)

{

int temp = random.Next(0, 100);

list.AddFirst(temp);

if(i == 55)

{

element = temp;

}

}

var currentElement = list.First;

for (int i = 0; i < list.Count; i++)

{

if(currentElement.Value == element)

{

Console.WriteLine("element was found");

Console.WriteLine(currentElement.Value);

}

currentElement = currentElement.Next;

}

Console.WriteLine("element was not found");

LinkedList<int> list = new LinkedList<int>();

Random rnd = new Random();

int target = 0;

for (int i = 0; i < 10; i++)

{

int temp = rnd.Next(0, 10);

list.AddFirst(temp);

if (i == 5) target = temp;

}

Console.WriteLine($"List was created. Target = {target}");

foreach (var item in list)

{

Console.Write(item + " ");

}

Console.WriteLine();

var listItem = list.First;

for (int i = 0; i < list.Count; i++)

{

if (listItem.Value == target)

{

var temp = listItem.Next;

list.Remove(listItem);

listItem = temp;

}

else

{

listItem = listItem.Next;

}

}

foreach (var item in list)

{

Console.Write(item + " ");

}

Console.WriteLine();