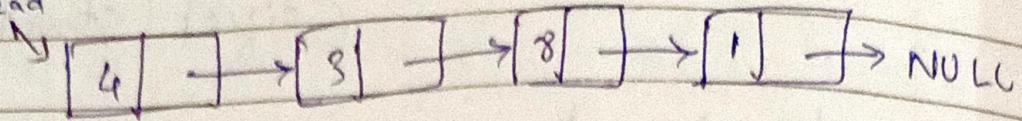


## # Deletion in a linked list

Head



Cases :-

1. Deleting the first node
2. Deleting a node in between
3. Deleting the last node.
4. Delete a node with a given value.

⇒ After deleting any node, by any case, we would just need to free that extra node left after we disconnect it from the list.

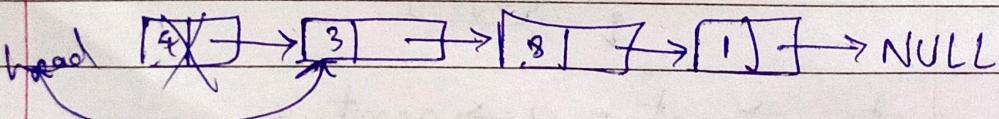
⇒ As we free a node, it removes its reserved location in the heap.

### I. Deleting the First Node

struct Node \* ptr = head ;

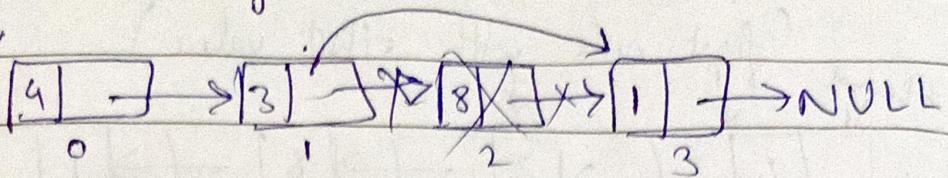
head = head → next

free(ptr) ;



Time Complexity = O(1)

Case 2 :- Deleting a node in between  
index is given.



index = 2 ;

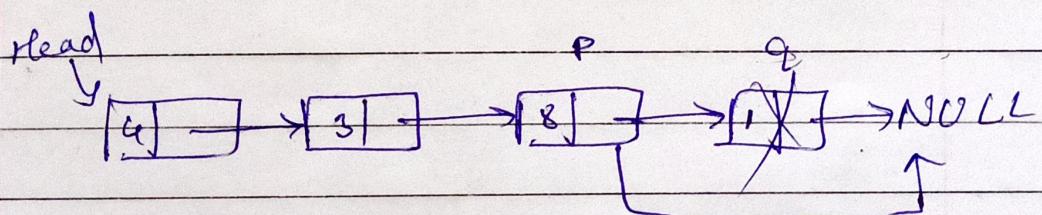
```
struct Node * p = head ;  
while ( p != q & i != (index - 1))  
{
```

```
    p = p->next ; i++ ;  
}
```

```
struct Node * q = p->next ;  
p->next = q->next ;  
free (q)
```

Time Complexity :-  $O(n)$

Case 3 :- Delete last node :-

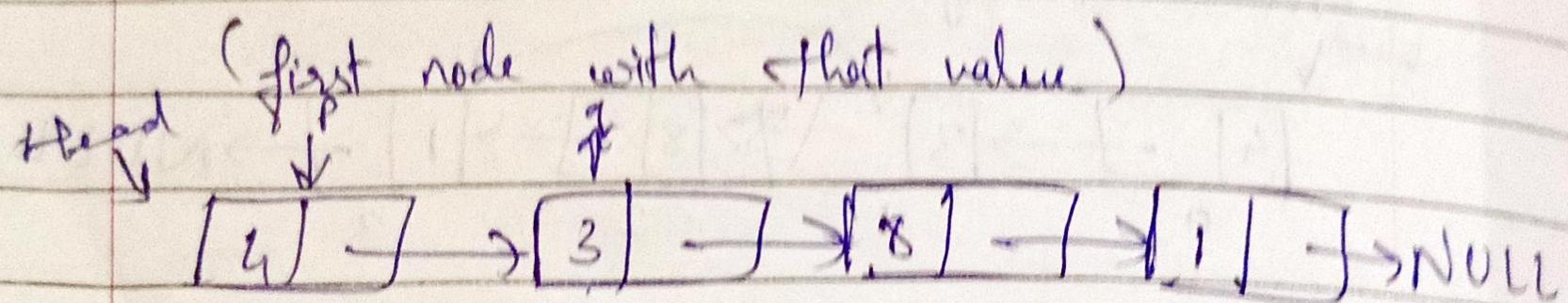


$p \rightarrow \text{next} = \text{NULL}$

free (q) ;

Time Complexity :-  $O(n)$

Case 4 :- Delete a node with given value :-



value = 8

```
while (q->data != value) {  
    p->next = q->next;  
    q = q->next;  
}
```

p->next = q->next;  
free(q);

Time Complexity = O(n)