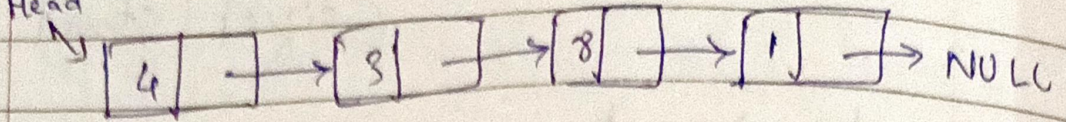


Deletion in a linked list

Head



Cases :-

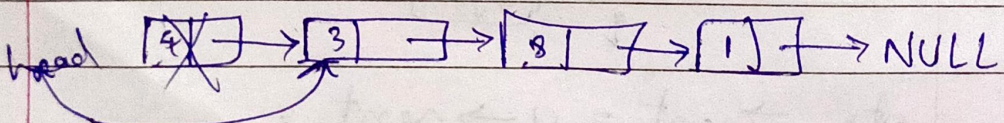
1. Deleting the first node
2. Deleting a node in between
3. Deleting the last node.
4. Delete a node with a given value.

⇒ 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.

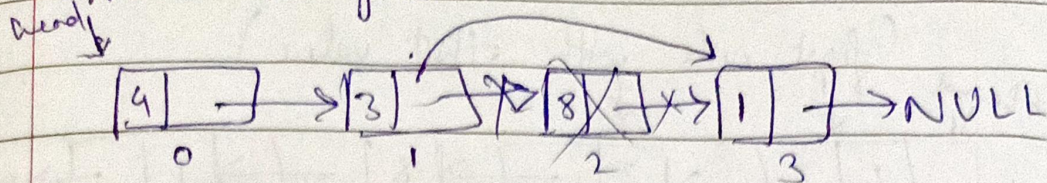
I. Deleting the First Node

```
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 != NULL & i != (index - 1))
{

```

```

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

```

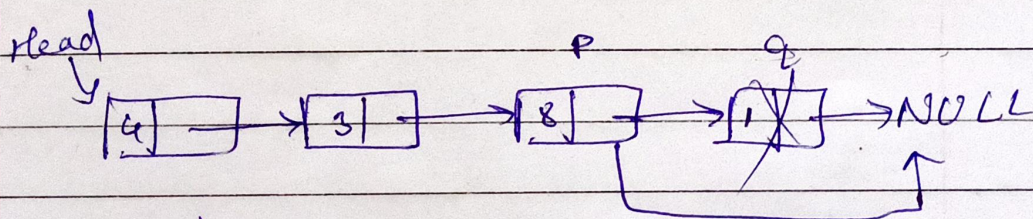
```

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

```

Time Complexity :- $O(n)$

Case 3:- Delete last node :-



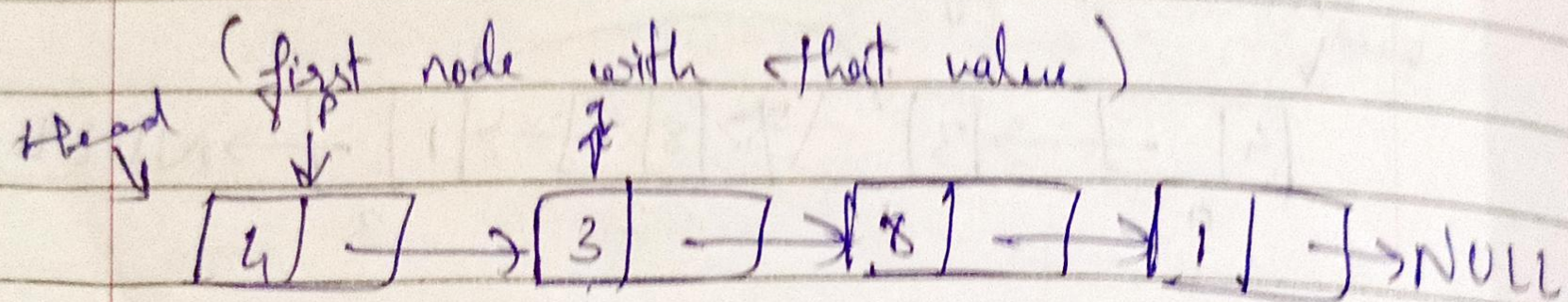
```

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

```

Time Complexity :- $O(n)$

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



value = 8

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

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

\therefore
Time Complexity = $O(n)$