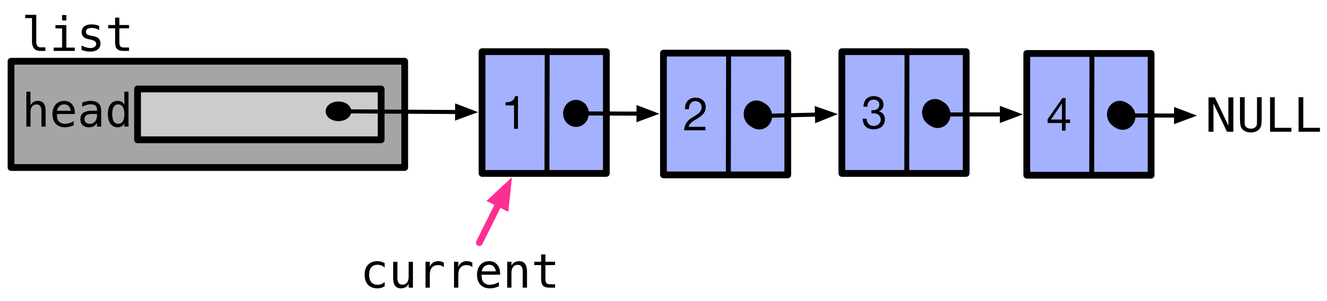
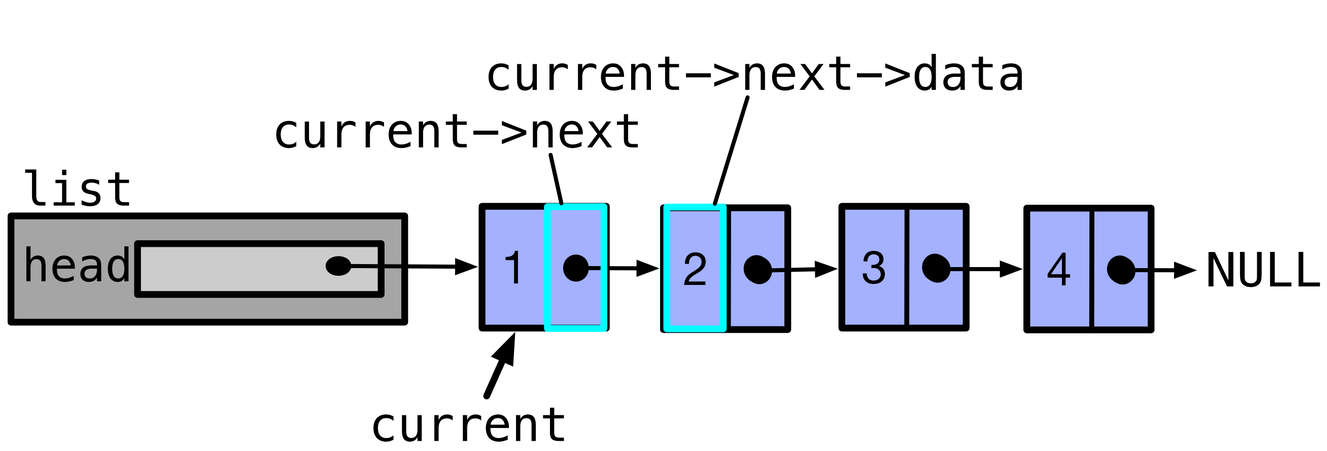
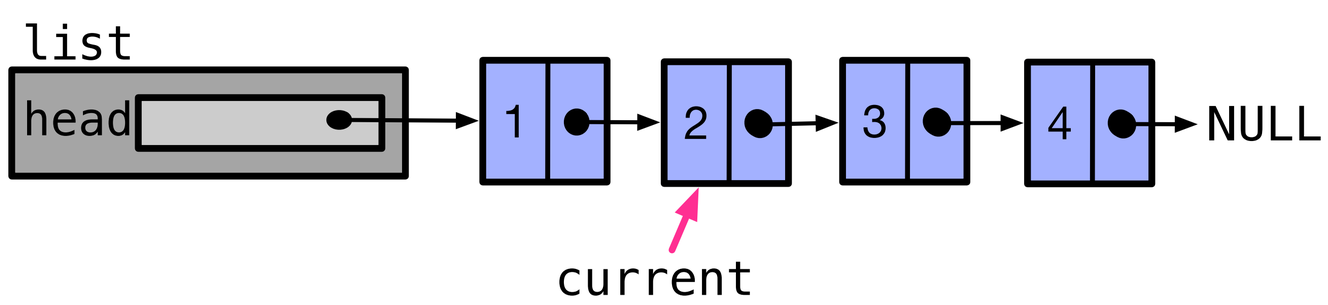
```
bool deleteFirstMatch(LinkedList *list, int searchVal) {
  // Search for a node that matches the searchVal, but maintain a pointer to the
  // node just before it.
  Node *current = list->head;
```



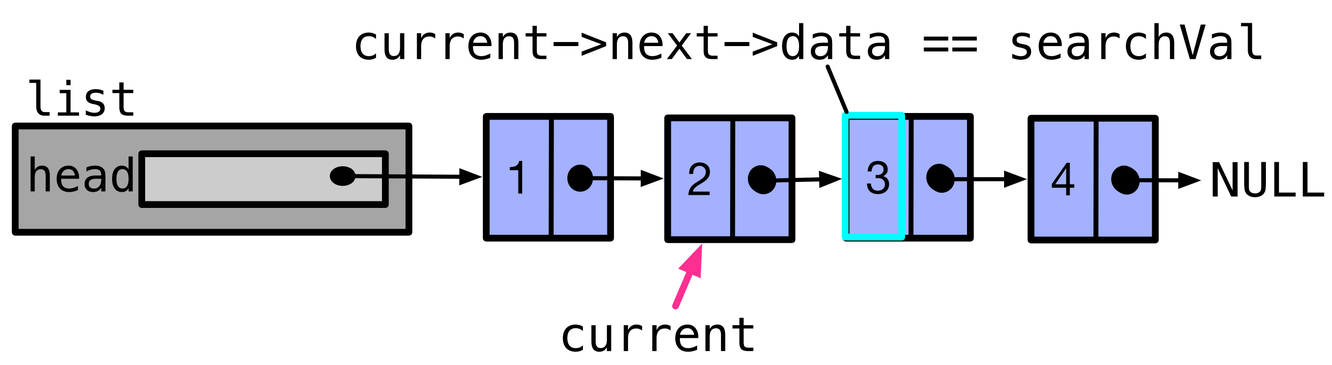

```
  while (current->next->data != searchVal) {
```



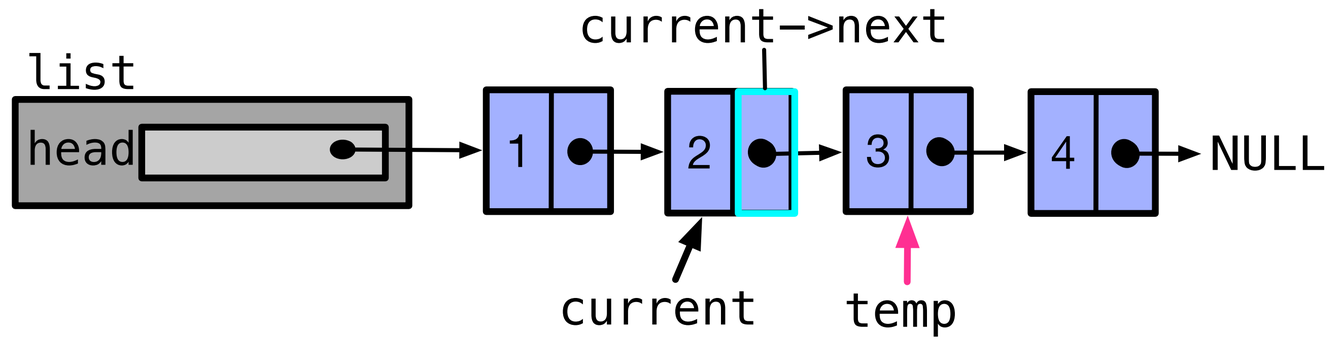

```
    current = current->next;
```



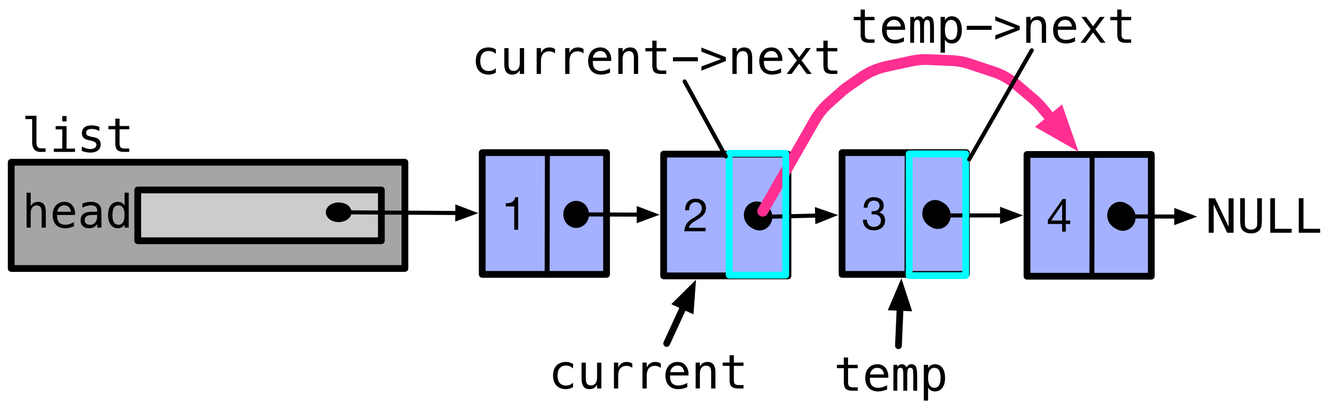

```
  }
  // current now points to a node just before the node that matched
```



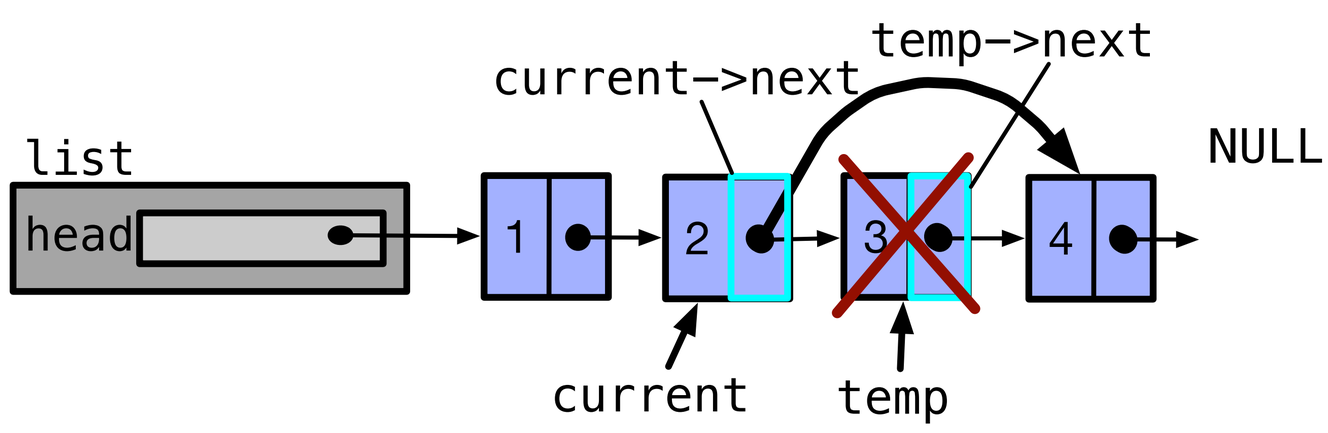

```
  Node *temp = current->next; // temp is the node we must delete.
```




```
  current->next = temp->next; // Update next of current so that temp is no longer linked.
```




```
  free(temp);
```




```
  return true;
}
```