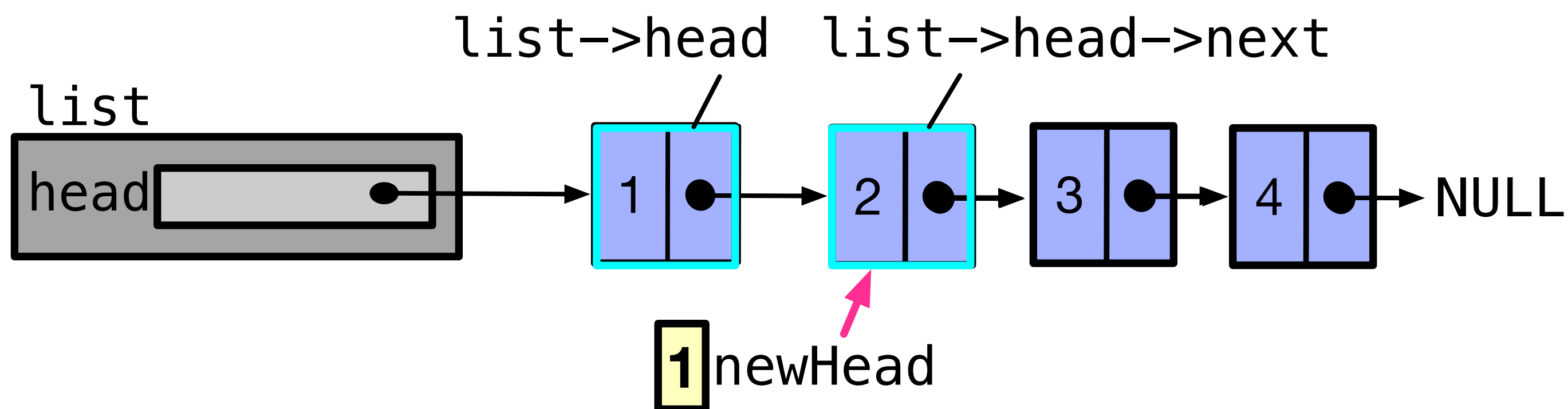```c
void deleteFront(LinkedList *list) {
  if (list->head == NULL) {
    // The list is empty, there is nothing to delete.
    return;
  }

  // Save the location of the node after head. Could be NULL, that's okay
  Node *newHead = list->head->next;
```
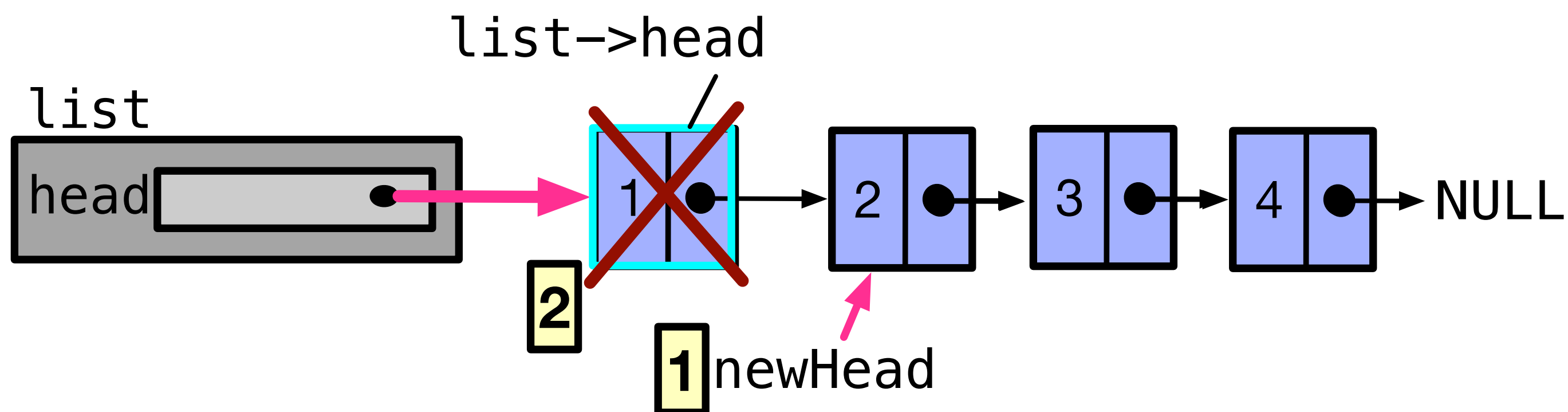


```c
  // Free up the memory used by the current head.
  free(list->head);
```
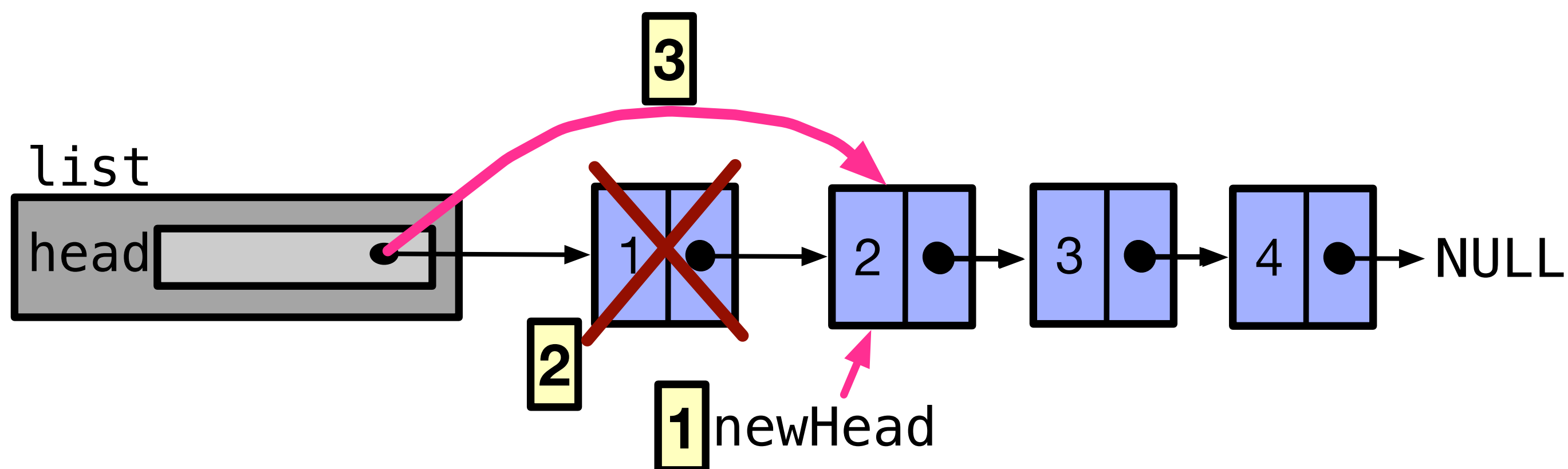


```c
  // Update the current head to the saved location.
  list->head = newHead;
```



```c
}
```