

```

// C++ program to delete a given key from
// linked list.
#include <bits/stdc++.h>
using namespace std;

/* structure for a node */
class Node {
public:
    int data;
    Node* next;
};

/* Function to insert a node at the beginning of
a Circular linked list */
void push(Node** head_ref, int data)
{
    // Create a new node and make head as next
    // of it.
    Node* ptr1 = new Node();
    ptr1->data = data;
    ptr1->next = *head_ref;

    /* If linked list is not NULL then set the
    next of last node */
    if (*head_ref != NULL)
    {
        // Find the node before head and update
        // next of it.
        Node* temp = *head_ref;
        while (temp->next != *head_ref)
            temp = temp->next;
    }
}

```

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        temp->next = ptr1;
    }
    else
        ptr1->next = ptr1; /*For the first node */

    *head_ref = ptr1;
}

```

/\* Function to print nodes in a given circular linked list \*/

```

void printList(Node* head)
{
    Node* temp = head;
    if (head != NULL) {
        do {
            cout << temp->data << " ";
            temp = temp->next;
        } while (temp != head);
    }

    cout << endl;
}

```

/\* Function to delete a given node from the list \*/

```

void deleteNode(Node** head, int key)
{
    // If linked list is empty
    if (*head == NULL)
        return;
}

```

```
// If the list contains only a single node
if((*head)->data==key && (*head)->next==*head)
{
    free(*head);
    *head=NULL;
    return;
}
```

```
Node *last=*head,*d;
```

```
// If head is to be deleted
if((*head)->data==key)
{

    // Find the last node of the list
    while(last->next!=*head)
        last=last->next;

    // Point last node to the next of head i.e.
    // the second node of the list
    last->next=(*head)->next;
    free(*head);
    *head=last->next;
return;
}
```

```
// Either the node to be deleted is not found
// or the end of list is not reached
while(last->next!=*head&&last->next->data!=key)
{
    last=last->next;
}
```

```
}
```

```
// If node to be deleted was found
```

```
if(last->next->data==key)
```

```
{
```

```
    d=last->next;
```

```
    last->next=d->next;
```

```
    free(d);
```

```
}
```

```
else
```

```
    cout<<"no such keyfound";
```

```
}
```

```
/* Driver code */
```

```
int main()
```

```
{
```

```
    /* Initialize lists as empty */
```

```
    Node* head = NULL;
```

```
    /* Created linked list will be 2->5->7->8->10 */
```

```
    push(&head, 2);
```

```
    push(&head, 5);
```

```
    push(&head, 7);
```

```
    push(&head, 8);
```

```
    push(&head, 10);
```

```
    cout << "List Before Deletion: ";
```

```
    printList(head);
```

```
    deleteNode(&head, 7);
```

```
cout << "List After Deletion: ";  
printList(head);
```

```
return 0;  
}
```

```
// This code is contributed by rathbhupendra
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