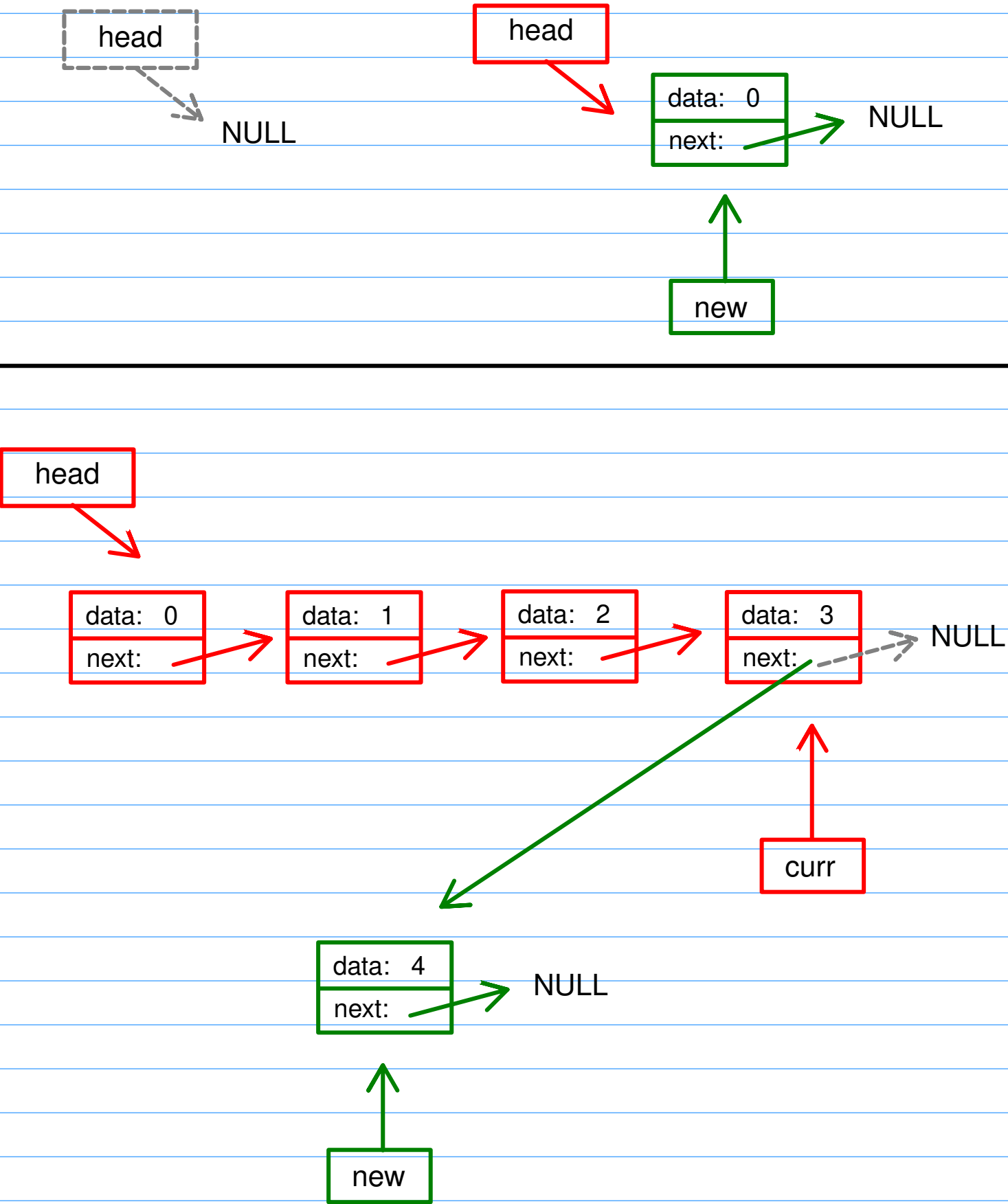# struct node *add_last(struct node *head, int data);

struct node *delete_last(struct node *head);

head → NULL

prev

head → [data: 0 | next:] → [data: 1 | next:] → [data: 2 | next:] ⤳ **FREE** ([data: 3 | next:] → NULL)

NULL

curr

head → NULL

head ⤳ **FREE** ([data: 0 | next:] → NULL)

curr
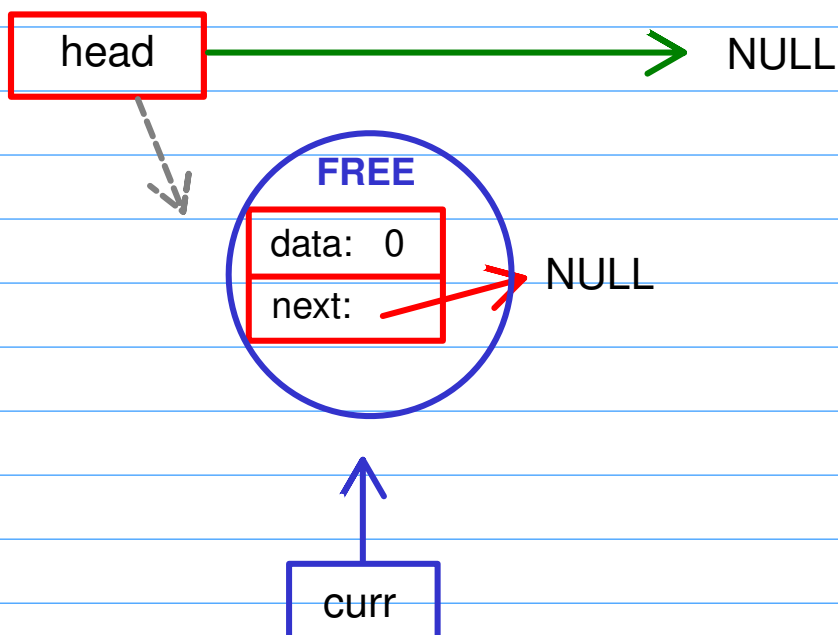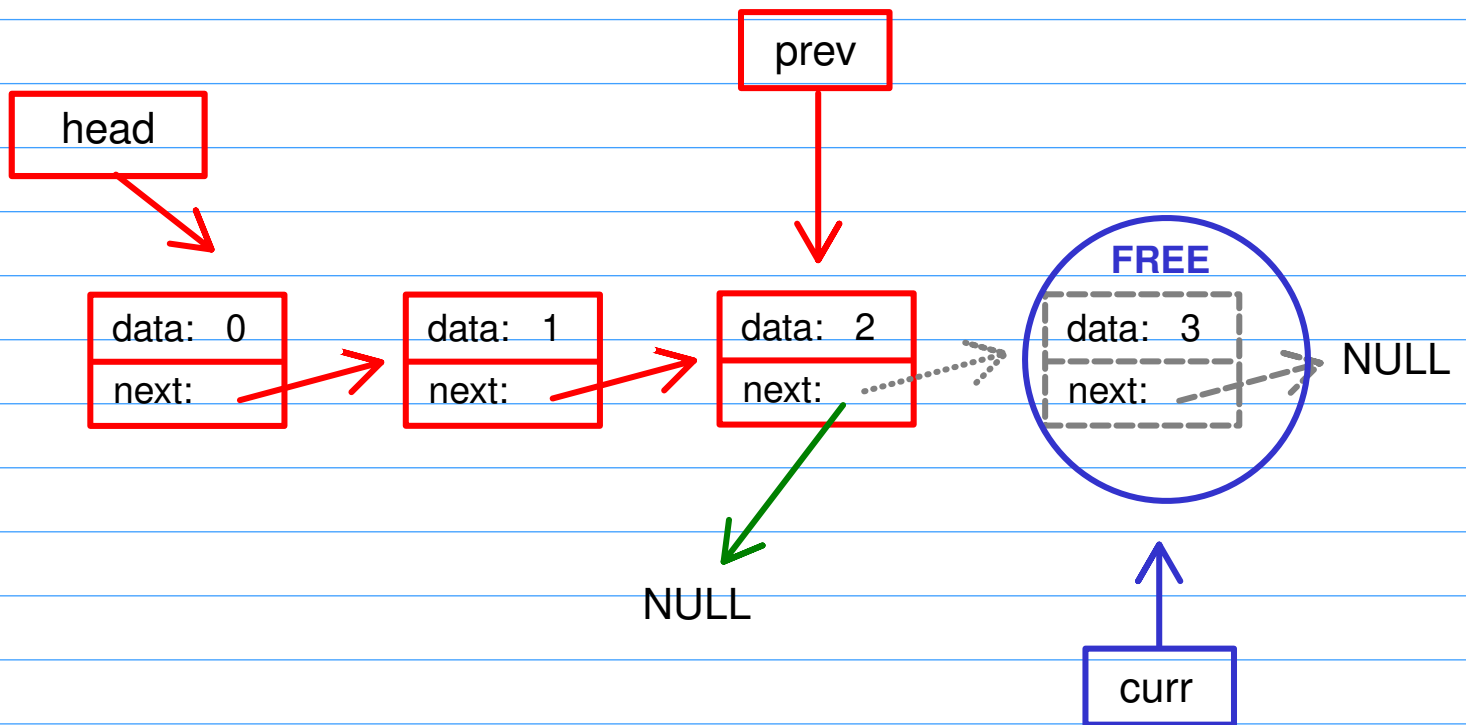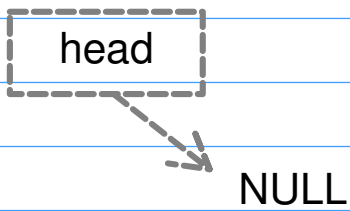
struct node *copy(struct node *old_head);

old_head

data: 0		data: 1		data: 2		data: 3
next:	→	next:	→	next:	→	next:	→ NULL

old_curr

new_curr

data: 0	data: 1	data: 2	data: 3
next:	next:	next:	next:	→ NULL

new_head