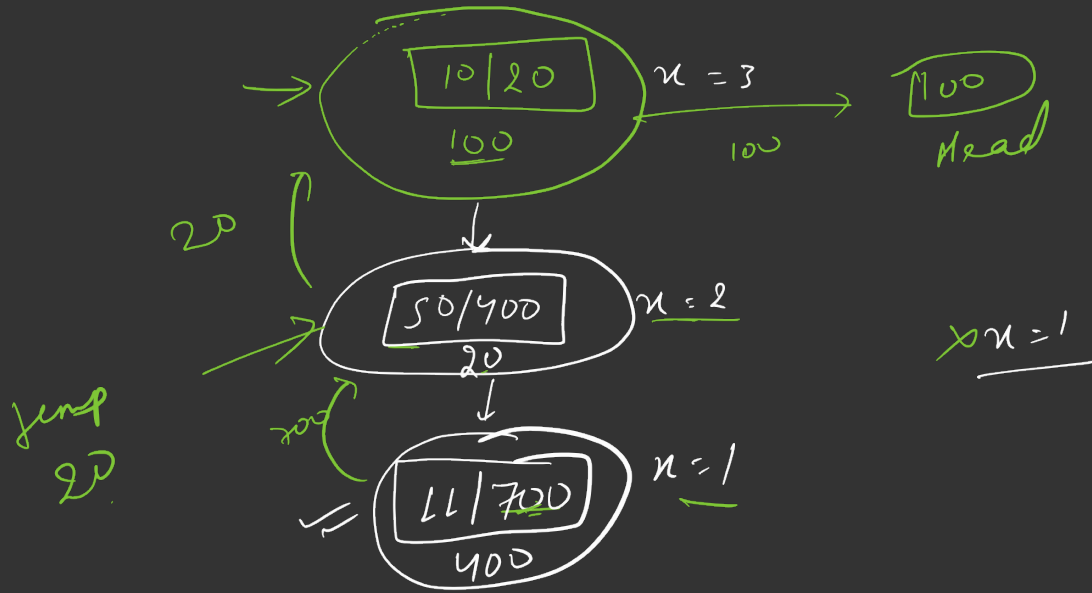


$n = 3$



```

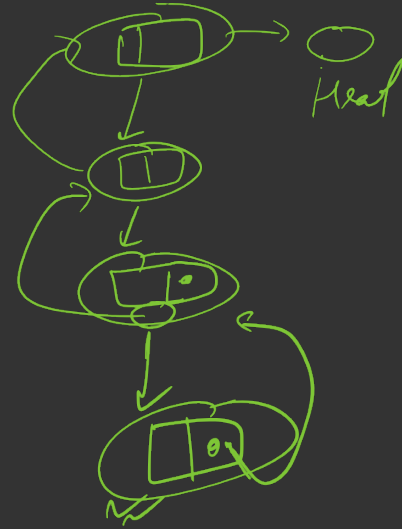
Node * deleteN (Node * temp, int x)
{
    if (x == 1) {
        Node * Prev = temp->next;
        delete temp;
        return Prev;
    }

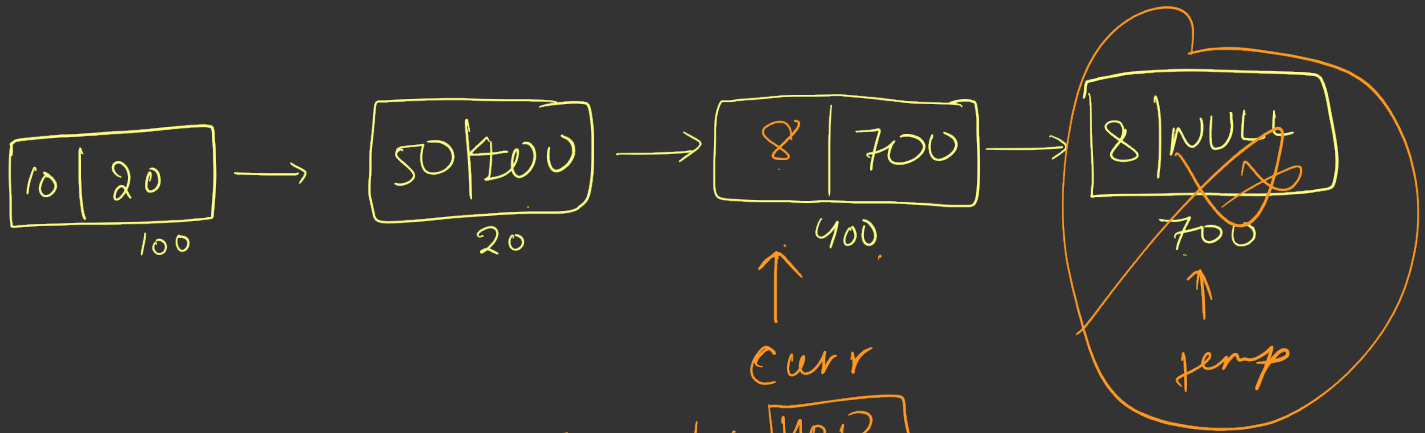
```

```

temp->next = deleteN (temp->next, x-1);
return temp;
}

```





Node \* temp = curr → next; 400

curr → data = temp → data;

curr → next = temp → next;

delete temp;

