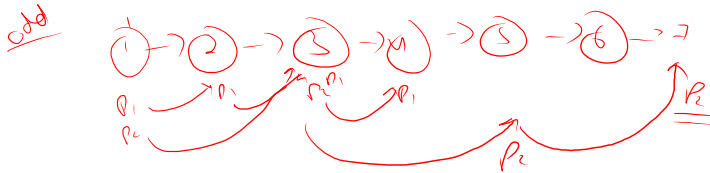
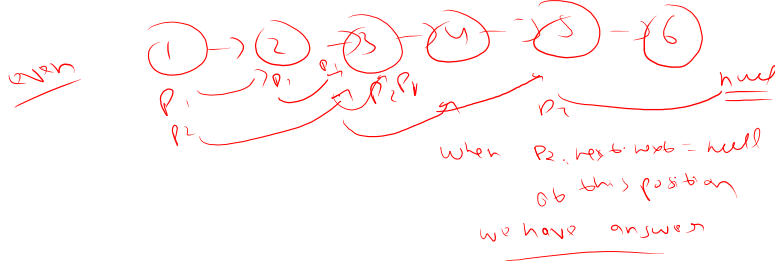


## Delete Middle Node

→ Let's keep two pointers,

$P_1$  speed =  $1$  , starting point = Head

$P_2$  speed =  $2$



So, when even

$P_2.next.next == null$   
or

$P_2.next == null$   
→ we need to stop

→ But here we need to delete that node

→ So, we can first store reference to it then iterate & delete

→ first we need to check if the size  $> 3$

→ Here the time complexity is  $O(n)$  & space complexity is  $O(1)$ .