```
class Node:
  def init (self, data):
      self.data = data
      self.next = None
class LinkedList:
      self.head = None
  def add to end(self, data):
      if self.head is None:
          self.head = new node
      else:
          current = self.head
          while current.next is not None:
              current = current.next
          current.next = new node
  def print_list(self):
      if self.head is None:
          print("List is empty.")
      else:
          current = self.head
          while current is not None:
              print(current.data, end=" -> ")
              current = current.next
          print("None")
      if self.head is None:
          print("Cannot delete from an empty list.")
          return
          print(f"Deleted: {self.head.data}")
          self.head = self.head.next
          return
      current = self.head
```

```
while current is not None and count < n - 1:
           current = current.next
           count += 1
       if current is None or current.next is None:
           print("Index out of range.")
           print(f"Deleted: {current.next.data}")
           current.next = current.next.next
ll = LinkedList()
ll.add to end(10)
ll.add to end(20)
ll.add to end(30)
ll.add to end(40)
print("Original List:")
ll.print_list()
11.delete_nth_node(3)
print("After deleting 3rd node:")
ll.print_list()
11.delete_nth_node(10)
11.delete nth node(1)
ll.print list()
11.delete nth node(1)
11.delete nth node(1)
ll.delete nth node(1)
```

```
ll.delete_nth_node(1)
          ll.delete_nth_node(1)
<u>a</u>
      → Original List:
>
          10 -> 20 -> 30 -> 40 -> None
          Deleted: 30
          After deleting 3rd node:
귯
          10 -> 20 -> 40 -> None
          Index out of range.
          Deleted: 10
          20 -> 40 -> None
          Deleted: 20
          Deleted: 40
          Cannot delete from an empty list.
```