

```
typedef char          *Element;  
typedef struct ListNode *List;  
struct ListNode { Element elem; List next; };
```

▪ Löschen aus einer Liste

```
List removeAt(List l, unsigned int idx, Element *e) {  
    assert( !isEmpty(l) || (idx == 0) );  
    return idx == 0  
        ? ( *e = head(l), deleteFirst(l) )  
        : ( l->next = removeAt( tail(l), idx-1, e ), l )  
        ;  
}
```