

If List is empty

Print : list is empty

If pos == 1

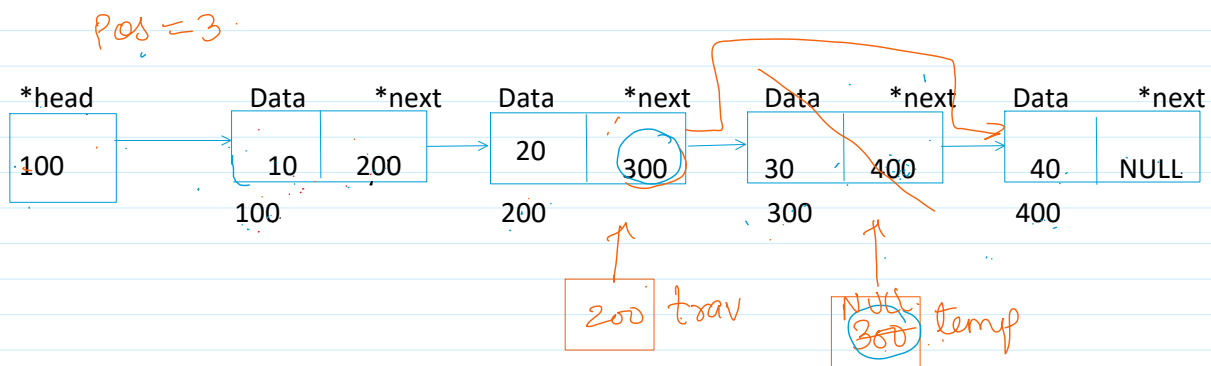
Delete\_first()

If pos == count

Delete\_last()

If pos &lt; 1 or pos &gt; count

Invalid Position



- ① Traverse till pos-1
- ② take the temp pointer to hold the address of node to be deleted.  
temp = trav->next;
- ③ Attach pos-1 node to pos+1 node.
- ④ free temp.

200 → next = 300

300 → next

trav → next = temp → next;

trav → next = trav → next → next;

trav = head

for (i = 1; i < pos - 1; i++)