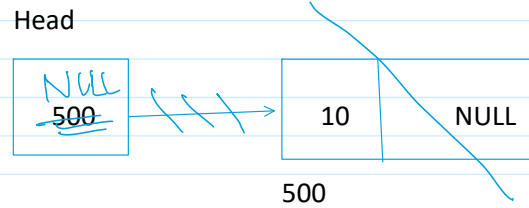
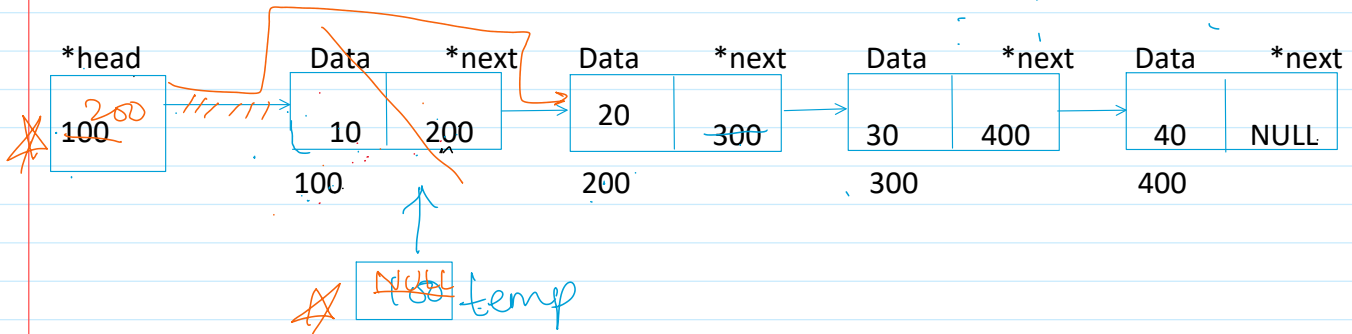


If list is empty -> printf(List is empty)

2) If list contains only 1 node



(head->next == NULL)
 {
 free(500)
 free(head);
 head = NULL;
 }



① Struct node * temp = head;

② Update the head pointer to point to 2nd node.

$$\text{head} = \text{temp} \rightarrow \text{next}; \text{ or } \text{head} = \text{head} \rightarrow \text{next};$$
③ free the 1st node
$$\text{free(temp)};$$

$$\text{temp} = \text{NULL};$$