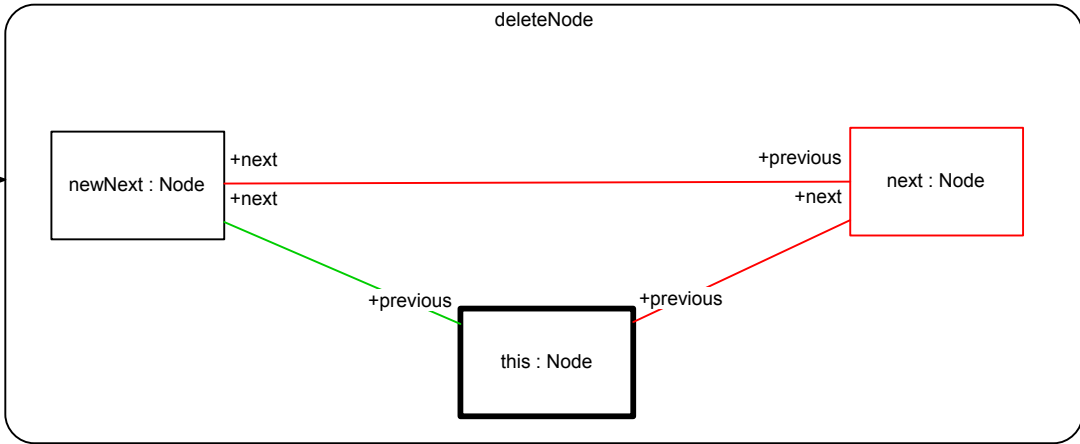


Node::deleteNode (): void



deleteNode

newNext : Node

+next

+next

+previous

this : Node

+previous

+previous

+next

next : Node