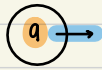Nth Node deletion From end:

— class (blueprint) For Nodes:

2 parts: data
            pointer

— class Solution

     Func. needs head, n → what node to delete
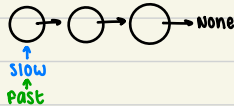   ✓
             where to start

    initalize 2 pointers: singly linked list to traverse must start

      —2 parts of a list need to be processed: 2 pointers
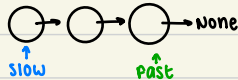
     slow = head
     Fast = head

    For loop that runs n times:
     Fast = Fast .next
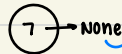

(where n=3)

    if not Fast: →   not Fast means the pointer is pointing to none, must be last node

    return head.next   none acts as an address, making it so

                      the pointer can be equal to none

         this means we must want node Furthest From the end

         so we return head (which is a pointer to the First node) .next

   While Fast.next →.next, trying to get pointer to last node, without going to None

     slow = slow.next

     Fast = Fast.next → increments

   slow .next = slow.next.next → need to break connection