

```
#include <iostream>
```

```
using namespace std;
```

```
struct node{
```

```
    int data;  
    node *next;
```

```
};
```

```
int main()
```

```
{
```

```
    node *n;  
    node *t;  
    node *h;  
    node *bantu;  
    node *hapus;
```

```
    n = new node;  
    n->data=2;  
    t=n;  
    h=n;
```

```
    n= new node;  
    n->data=5;
```

```
    t->next=n;
```

```
    t=t->next;
```

```
    n=new node;  
    n->data=8;  
    n->next=NULL;  
    t->next=n;  
    bantu=n;
```

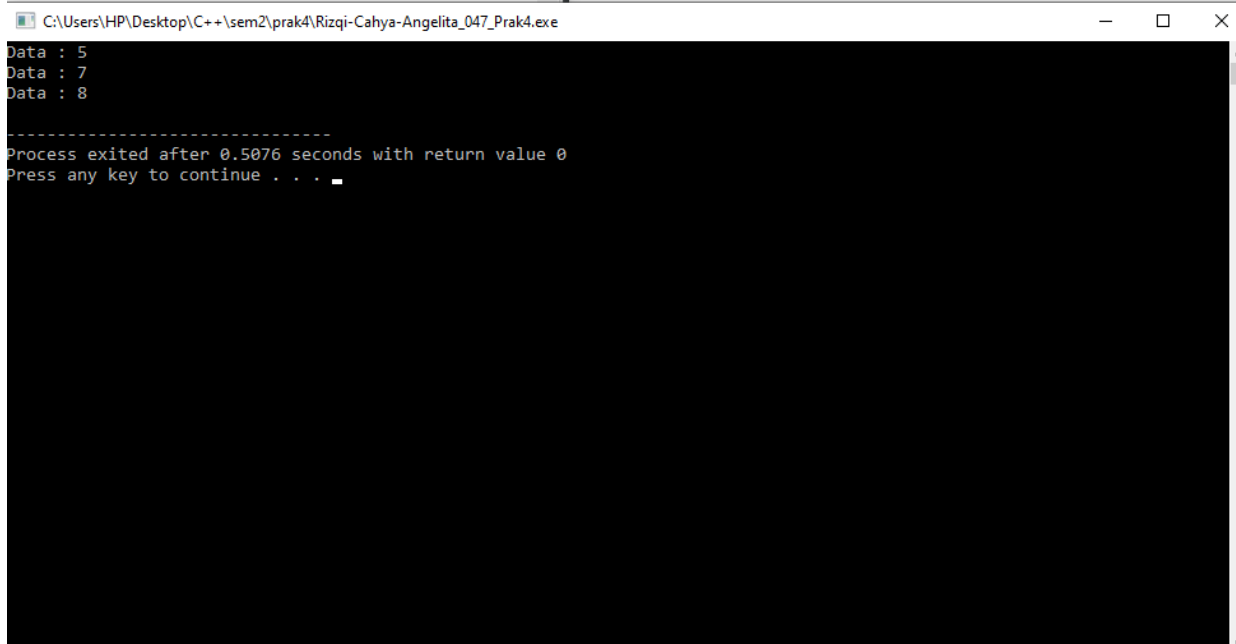
```
    n=new node;  
    n->data=7;  
    t->next=n;  
    n->next=bantu;
```

```
    hapus = h;  
    h= hapus->next;  
    delete hapus;
```

```
    t=h;
```

```
    while(t!= NULL){  
        cout<<"Data : "<<t->data<<endl;  
        t=t->next;  
    }  
    return 0;
```

```
}
```



```
C:\Users\HP\Desktop\C++\sem2\prak4\Rizqi-Cahya-Angelita_047_Prak4.exe
Data : 5
Data : 7
Data : 8
-----
Process exited after 0.5076 seconds with return value 0
Press any key to continue . . .
```