```
bool deleteNode(int index)
if (index < 0 | | index >= count)
                                                          c1 = 1
return false;
                                                          c2 = 1
if (index == 0)
                                                          c3 = 1
return pop_front();
                                                          c4 = 1
else if (index == count - 1)
                                                          c5 = 1
return pop_back();
                                                          c7 = 1
}
else
if(index <= count / 2 )// if closer from head
                                                          c8 = 1
Node<T>* current = head;
                                                          c9 = 1
for (int i = 0; i < index; ++i)
                                                          c10 = 1, c11 = n/2
current = current->next;
                                                          c12 = n/2
                                                          c13(i++) = n/2
}
return deleteAfter(current->prev);
                                                          c14 = 1
else // if closer from tail
Node<T>* current = tail;
                                                          c145 = 1
for (int i = count - 1; i > index; --i)
                                                          c16 = , C17 = n/2
                                                          c18 = n/2
current = current->prev;
                                                          c19(i++) = n/2
return deleteAfter(current->prev);
                                                          c20 = 1
}}
}
Cost = C1 + ...... C20
        T(n) = 1 + 1 + \dots + n/2 + n/2 + n/2 + n/2 + n/2 + n/2 + 1
        3n + 11 <= 10n
For any values n>=10
Thus, f(n)=n, So O(f(n))=O(n).
```

This algorithm has the big O of n, in the worst case it will perform linear, but most of the time the time complexity is n/2 as it is iterating through half of the element.

## Deliverable 8 Program Screenshot