

```
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
            {
```

```

current = current->next;
}
return deleteAfter(current->prev);
}
}
}

```

$c18 = n/2$
 $c19(i++) = n/2$
 $c20 = 1$

Cost = $C1 + \dots\dots\dots C20$

$T(n) = 1 + 1 + \dots\dots + n/2 + n/2 + n/2 + n/2 + n/2 + n/2 + 1$

$3n + 11 \leq 10n$

For any values $n \geq 10$

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

