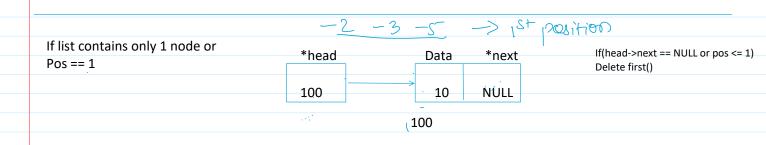
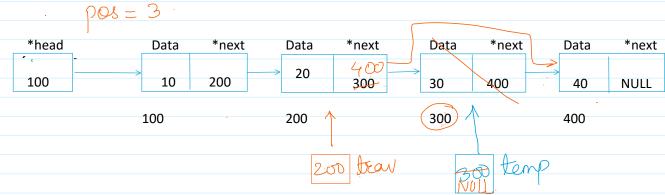
SLLL - Delete Specific Node

27 October 2023 16:50

If the List is Empty:



If list contains multiple nodes



- 1) traverse till pos-1: trav = 200:
- 3 store the address of the node in the temp painter.
- 3) attach the 2nd node to the 4th node.

200->next = 400; trav->next=400;

treat>next = temp > next;

OR

frau>next = trau>next > next;