

// Destructor.

```
List::~~List() {
```

```
    nodeptr temp;
```

```
    while (head) {
```

① temp = head;

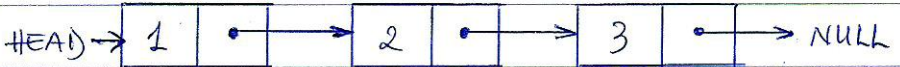
② head = head → next;

③ delete temp;

```
    }
```

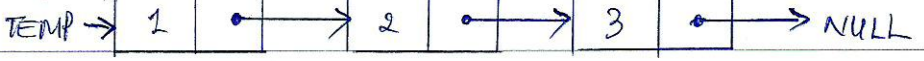
```
}
```

// your list ⇒



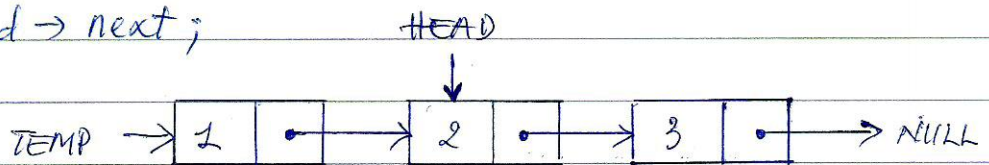
```
HEAD → [1] → [2] → [3] → NULL
```

① temp = head;



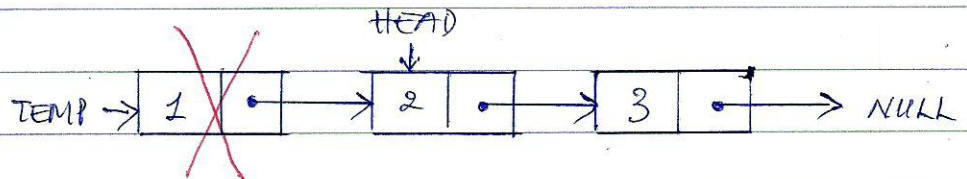
```
TEMP → [1] → [2] → [3] → NULL
```

② head = head → next;



```
HEAD ↓  
TEMP → [1] → [2] → [3] → NULL
```

③ delete temp;



```
TEMP → [1] X [2] → [3] → NULL  
HEAD ↓
```

// after first iteration, your list will be as shown below:



```
HEAD → [2] → [3] → NULL
```

// Repeat (loop again) until delete all in the list!

// if deleteMostRecent() is called in destructor

// then your function will have codes like the above.