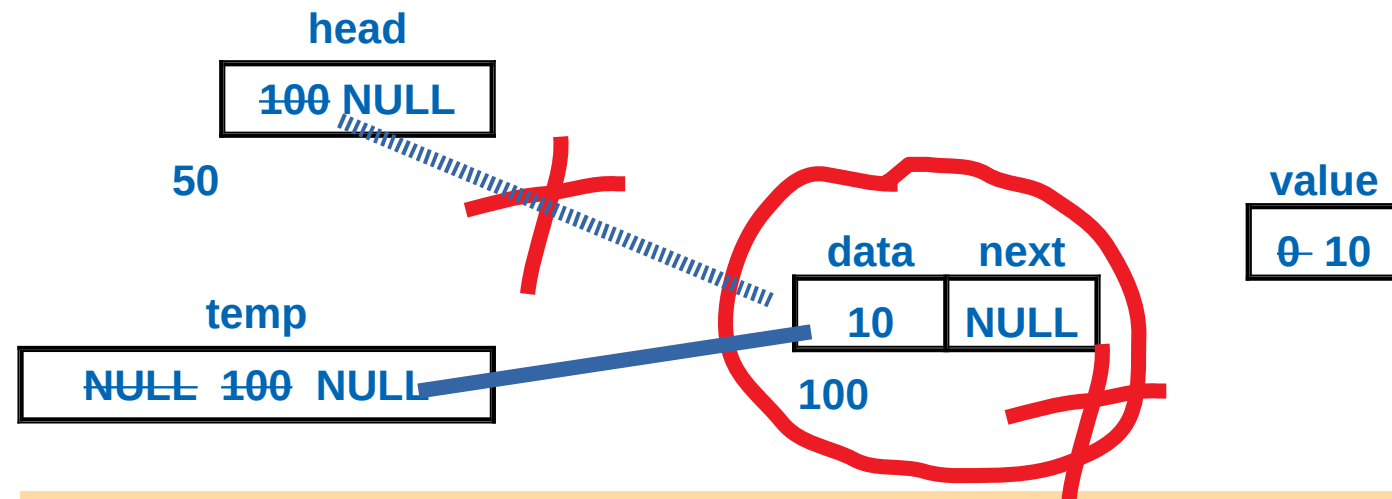


```

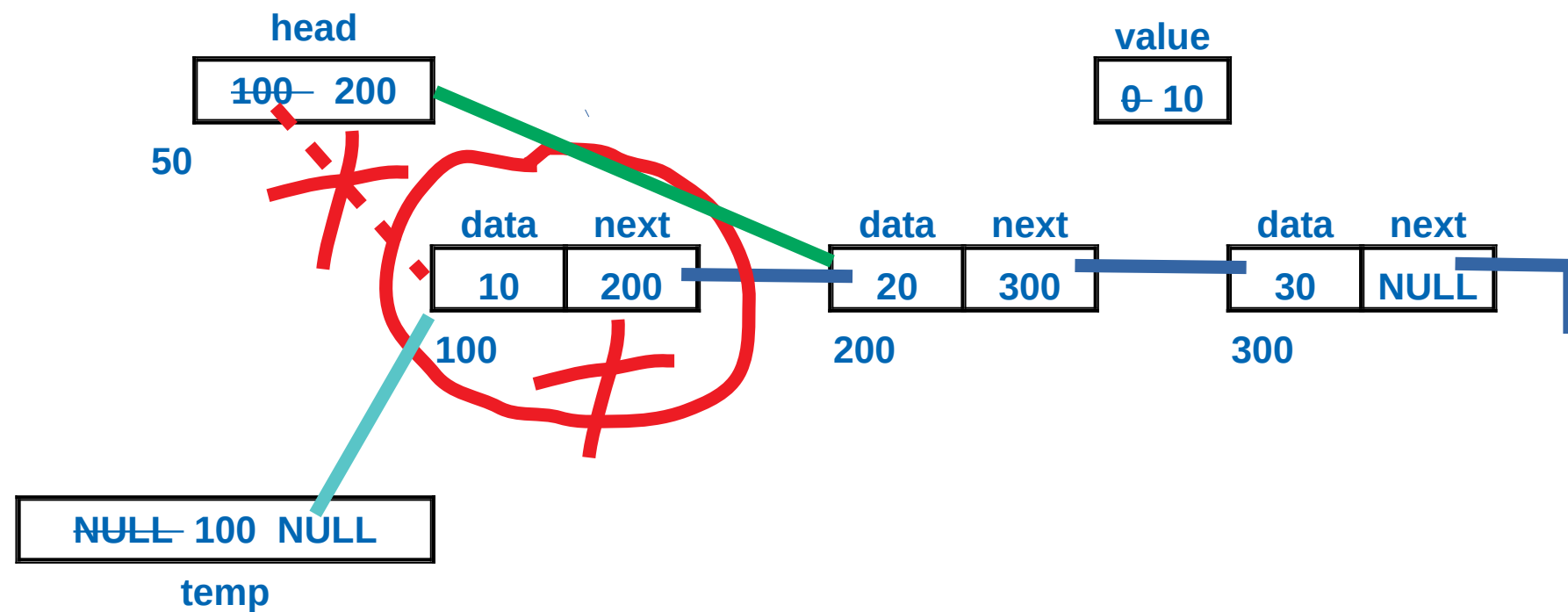
int DelFirst()
{
    node_t *temp= NULL;
    int value=0;
    if(head==NULL)
    {
        printf("\n list is empty");
        return -1;
    }
    else if(head!=NULL)
    {
        temp=head;
        head=head->next;
        value=temp->data;
        free(temp);
        temp=NULL;
    }
    return value;
}

```

Case 1 : delete first when list has 1 node



Case 2 : delete first when list is has multiple nodes

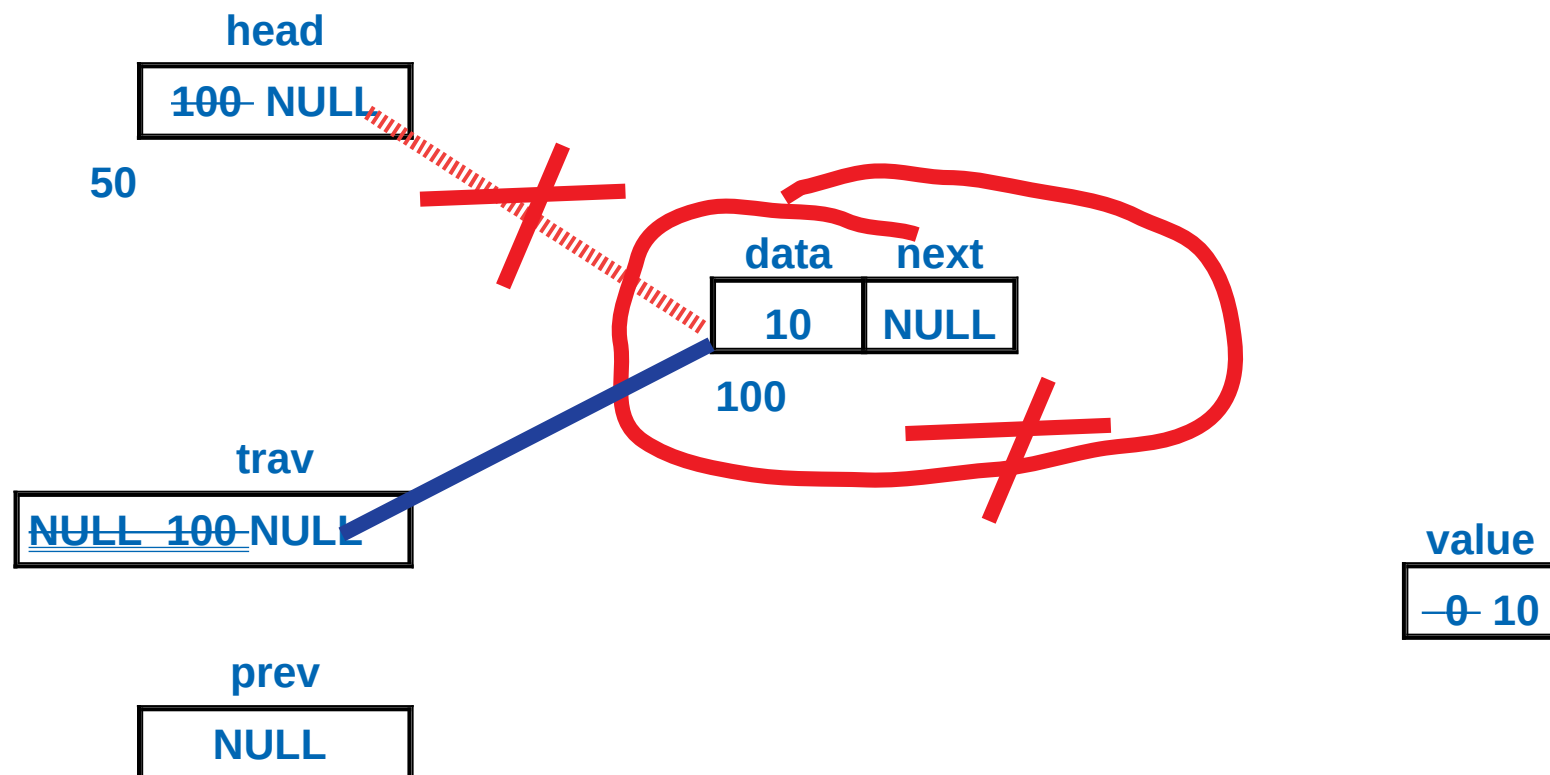


Case 1 : delete last when list is has 1 node

```

int DelLast()
{
    int value;
    NODE *trav=NULL, *prev=NULL;
    trav=head;
    while(trav->next!=NULL)
    {
        prev=trav;
        trav=trav->next;
    }
    if(prev==NULL)
        head=NULL;
    else
        prev->next=NULL;
    value=trav->data;
    free(trav);
    trav=NULL;
    return value;
}

```

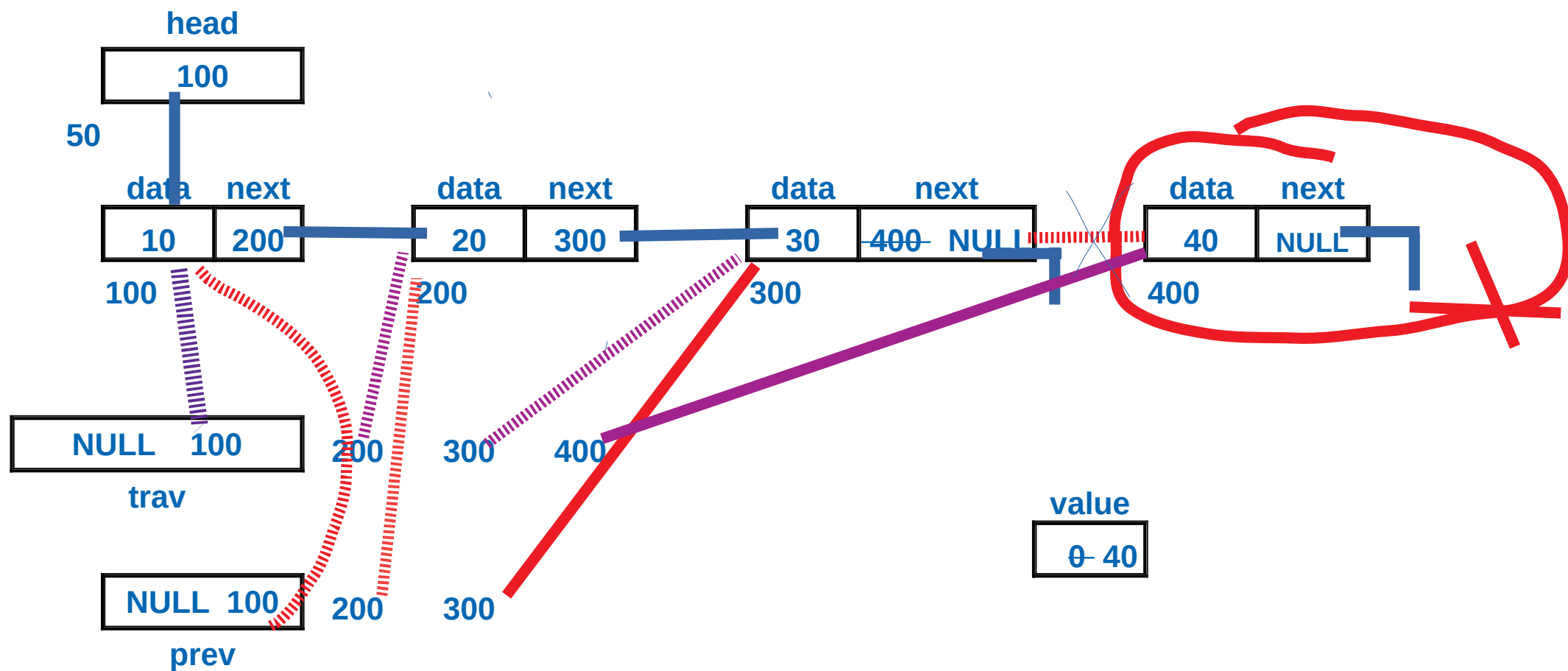


Case 2 : delete last when list is has multiple nodes

```

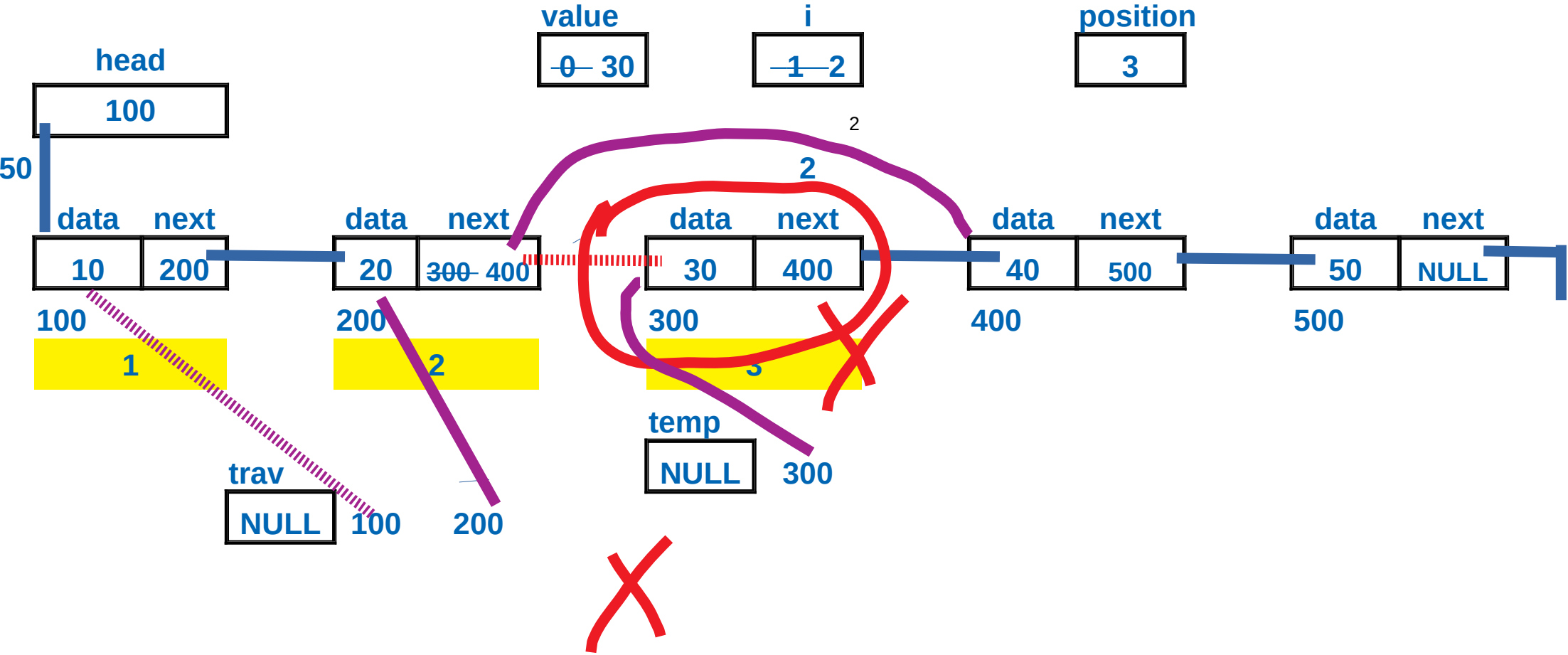
int DelLast()
{
    int value;
    node_t *trav=NULL, *prev=NULL;
    trav=head;
    while(trav->next!=NULL)
    {
        prev=trav;
        trav=trav->next;
    }
    if(prev==NULL)
        head=NULL;
    Else
        prev->next=NULL;
    value=trav->data;
    free(trav);
    trav=NULL;
    return value;
}

```



Case 1 : delete node at 3 rd position when list is has 5 nodes

```
int DelAtPosition(int position)
{
    node_t *temp=NULL;
    node_t *trav=NULL;
    int i=0, val=0;
    //Check for del1st & dellast
    {
        trav=head;
        for(i=1;i<position-1; i++)
        {
            trav=trav->next;
        }
        temp=trav->next;
        trav->next= temp->next;
        val=temp->data;
        free(temp);
        temp=NULL;
    }
    return val;
};
```

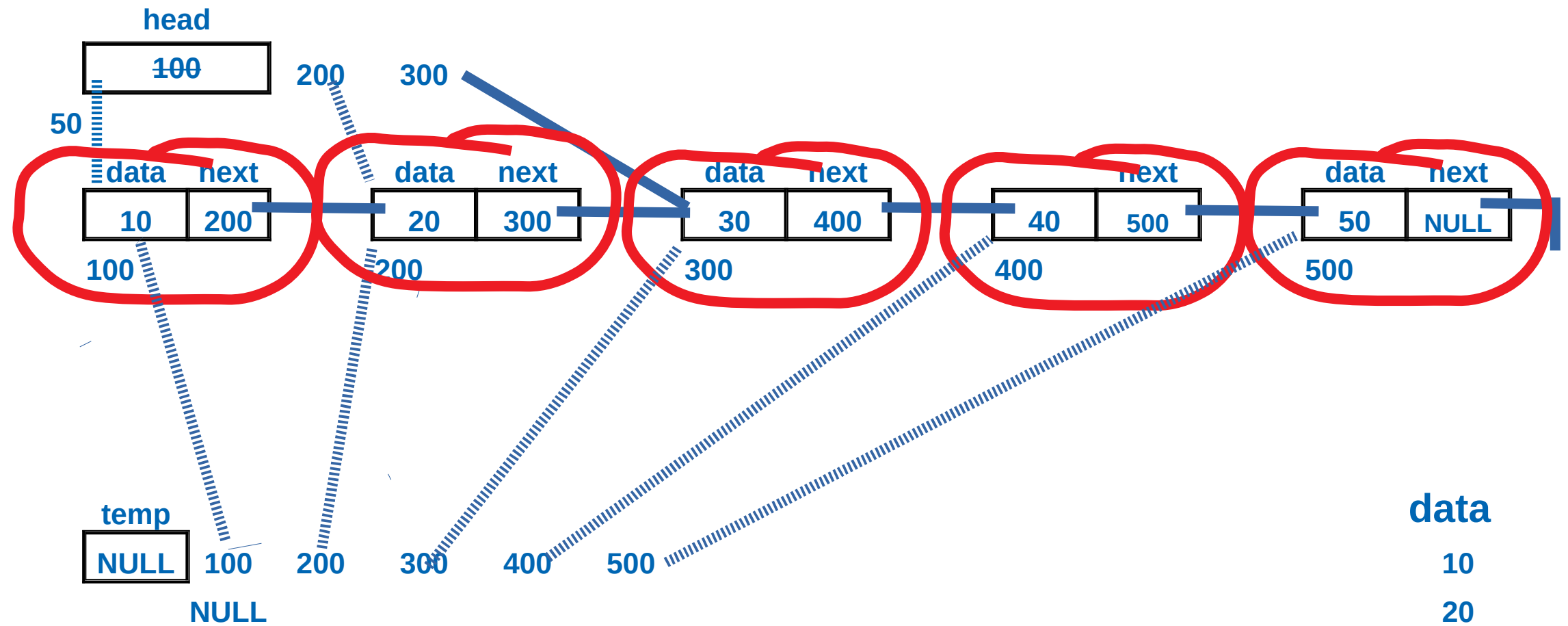


Case 1 : delete all nodes linked list which has 5 nodes

```

void ClearList()
{
    node_t *temp=NULL;
    while(head!=NULL)
    {
        temp=head;
        head=head->next;
        int data=temp->data;
        printf("\n del node %d", data);
        free(temp);
        temp=NULL;
    }
    printf("\n all nodes are deleted");
}

```



data

10

20

30

40

50

till it reach temp node->next it will delete one node at time

head null means list is empty

