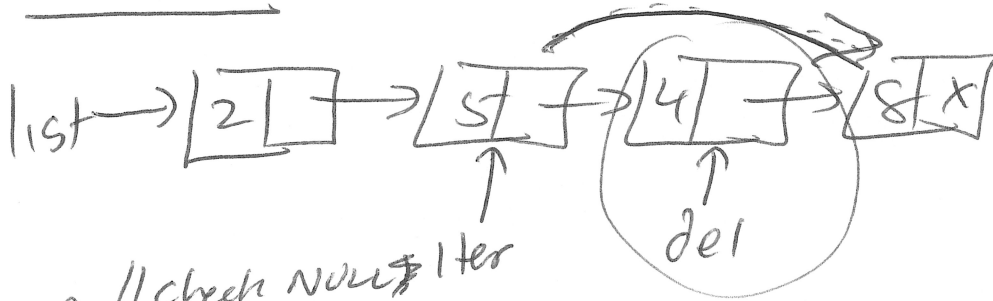


Delete



del 4

// check NULL iter

node* iter = list

while (iter->next != NULL && iter->next->data != value)

iter = iter->next;

node* del = iter->next;

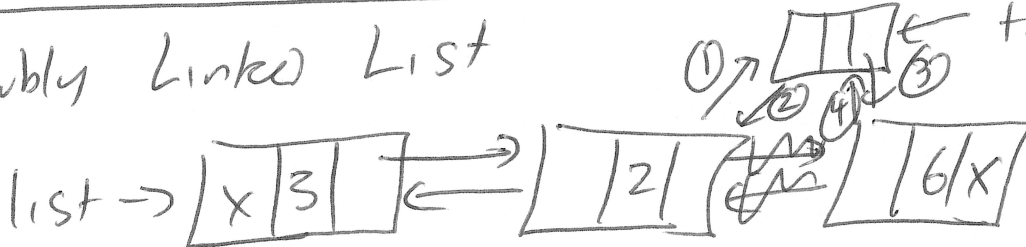
iter->next = del->next;

free(del)

So long as del exists

linkedlist2.c

Doubly Linked List

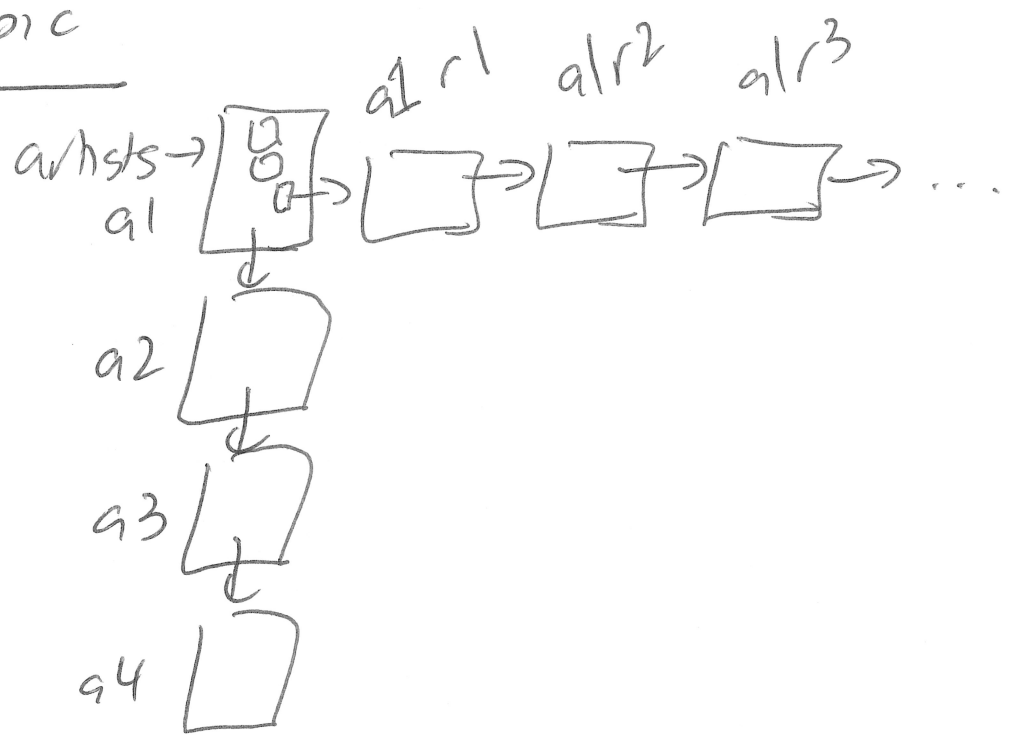
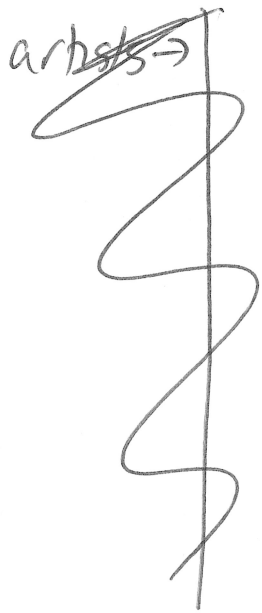


int data;
struct node* prev;
struct node* next;

① Nice: Move both ways in list

② Annoy: Twice as many pointers to maintain

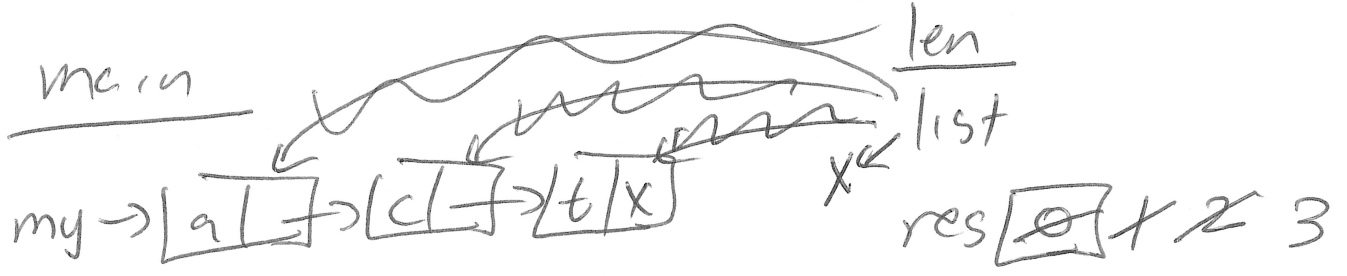
CD pic



make string



length



res++;

list = list → next

