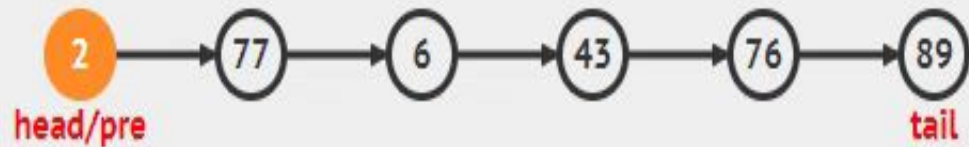


# Удаление узла



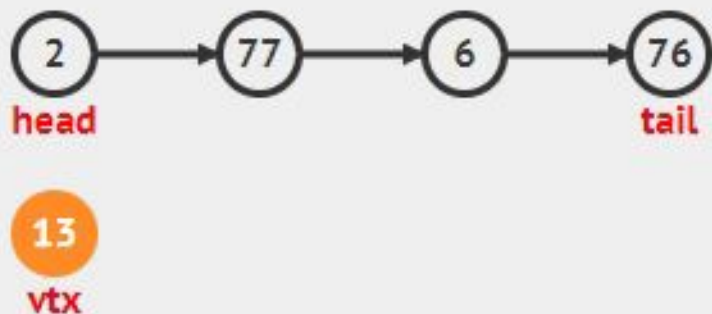
```
18 void deleteNode(PNode &Head, PNode p) {
19     PNode temp = Head;
20     if(Head == temp) Head = temp->next;
21     else {
22         while(temp && temp->next != p)
23             temp = temp->next;
24         if(temp == NULL) return;
25         temp->next = p->next;
26     }
27     free(p);
28 }
```

# Поиск по значению



```
30 PNode find(PNode Head, PNode p) {
31     PNode temp = Head;
32     while(temp && temp->data != p->data)
33         temp = temp->next;
34     return temp;
35 }
```

# Добавление узла в начало списка



```
37 void addFirst(PNode& Head, PNode NewNode) {  
38     NewNode->next = Head;  
39     Head = NewNode;  
40 }
```

# Добавление узла после заданного



```
42 - void addAfter(PNode p, PNode NewNode) {
43     NewNode->next = p->next;
44     p->next = NewNode;
45 }
46
47 - void addBefore(PNode& Head, PNode p, PNode NewNode) {
48     PNode temp = Head;
49 -     if(Head == p) {
50         addFirst(Head, NewNode);
51         return
52     }
53     while(temp && temp->next != p) temp = temp->next;
54     if(temp) addAfter(temp, NewNode);
55 }
```

# Удаление списка

```
3 - void clearList(PNode Head) {  
4     PNode temp;  
5 -     while(Head) {  
6         temp = Head;  
7         Head = Head->next;  
8         free(temp);  
9     }  
10 }
```