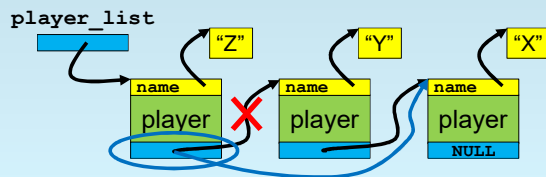


## First, Remove Player to Be Deleted from the List

Questions for you:

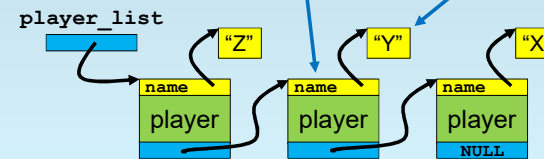
To delete "Y," what needs to change?  
The next field of player "Z."



## Free All Dynamically Allocated Data for the Player

Questions for you:

What needs to be freed to delete "Y"?  
Both the player structure and the name.

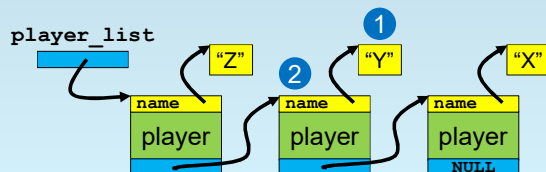


## Do Not Use Dynamic Data After Freeing It

Questions for you:

In what order?

First the name, then the player structure.



## Ready to Write a Function to Delete a Player

Now we can write `player_delete`.

The function signature is:

```
int32_t player_delete (player_t* p);
```

- `p` points to the player structure to remove from the list and free
- function returns 1 on success, or 0 on failure