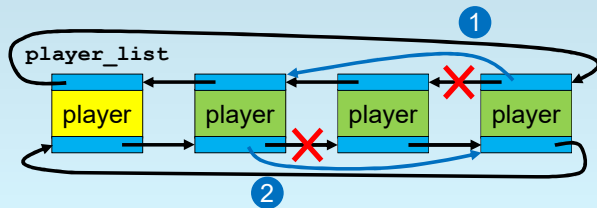


Deletion Requires Only Two Changes

The order doesn't matter.

What about deletion?
How can we delete the middle real player?



Deletion is Quite Simple

Given a `player_t* p` to be deleted...

```
p->next->prev = p->prev;
```

```
p->prev->next = p->next;
```

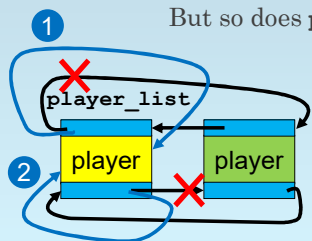
That's it! No loop required!

Sentinel Links to Itself When the List is Empty

What happens if we delete the last player?

`p->next` points to `player_list`

But so does `p->prev...`



`player_list` now points to itself in both directions!

(That's an empty list.)

Sentinel Links to Itself When the List is Empty

(an empty cyclic, doubly-linked list with a sentinel)

