

Rewritten to use \*\* less often

```
void rec_delete_list
    (element_t** listp, element_t* e)
{
    element_t* my_elt = *listp;
    if (NULL == my_elt) { return ; }
    if (e == my_elt) {
        *listp = e->next;
        free (e);
        return;
    }
    rec_delete_list (&my_elt->next, e);
}
```