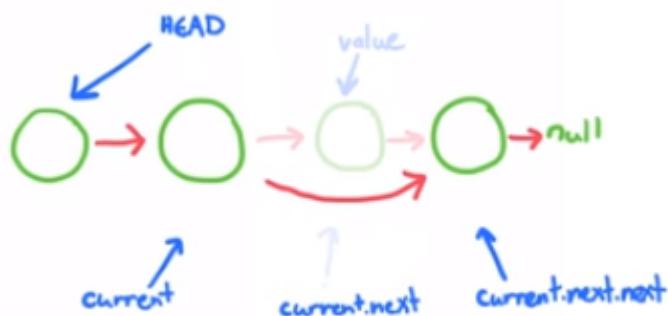Reprenons le code de la liste chaînée de la version V2.

Nous allons compléter la classe en ajoutant deux méthodes :

1. supprimer et
2. chercher un élément.

Delete

Situation

La figure décrit la situation après avoir supprimé l'élément.

Pseudo code

```
Remove(head, value)
  Pre: head is the head node in the list
       value is the value to remove from the list
  Post: value is removed from the list, true, otherwise false
  if head = ø
    return false
  end if
  n ← head
  if n.value = value
    if head = tail
      head ← ø
      tail ← ø
```

```
        else
            head ← head.next
        end if
        return true
    end if
    while n.next != ∅ and n.next.value != value
        n ← n.next
    end while
    if n.next != ∅
        if n.next = tail
            tail ← n
        end if
        n.next ← n.next.next
        return true
    end if
    return false
end Remove
```

Code

```
 1. /**
 2.  * @param {*} value
 3.  * @return {LinkedListNode}
 4.  */
 5. deleteValue(value) {
 6.    if (!this.head) {
 7.        ?
 8.    }
 9.
10.    let deletedNode = null;
11.
12.    // If the head must be deleted then make next node that is differ
13.    // from the head to be a new head.
14.    while (this.head && this.head.value==value) {
15.        ?
16.        ?
17.    }
18.
```

```
19.    let currentNode = this.head;
20.
21.    if (currentNode !== null) {
22.        // If next node must be deleted then make next node to be a next
       next one.
23.        while (currentNode.next) {
24.            if (currentNode.next.value == value) {
25.                ?
26.                ?
27.            } else {
28.                currentNode = ?;
29.            }
30.        }
31.    }
32.
33.    // Check if tail must be deleted.
34.    if (this.tail.value === value) {
35.        this.tail = ?
36.    }
37.
38.    return deletedNode;
39. }
```

Test

```
linkedList.append(1).append(1).append(2).append(3).append(4).append(5);

console.log(linkedList.toString());

linkedList.deleteValue(3);

console.log(linkedList.toString());
```