struct node 
    char data;
    struct node *nextPtr;

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void delete (struct node **sPtr, char value) {
    struct node *currentPtr;
    struct node *previousPtr;
    if (*sPtr == NULL) {
        printf("Empty list \n");
        return;
    }
    // list is not empty
    currentPtr = *sPtr;
    previousPtr = NULL;
    while (currentPtr->data != value) {
        if (currentPtr != NULL) {
            previousPtr = currentPtr;
            currentPtr = currentPtr->nextPtr;
        }
    }
}
/* delete 1st element */
if (PreviousPtr == NULL)
    x->PTr = (*x->PTr)->nextPTr;
    free(currentPTr);
    return;

/* At end of list */
if (currentPTr == NULL)
    printf("Not in list \n");
    return;

/* Middle of list or end */
previousPTr = previousPTr->nextPTr = currentPTr->nextPTr;
free(currentPTr);

delete cases
1. Empty
2. didn't find
3. beginning or previousPTr == NULL
4. middle
5. end

D E

previousPTr currentPTr