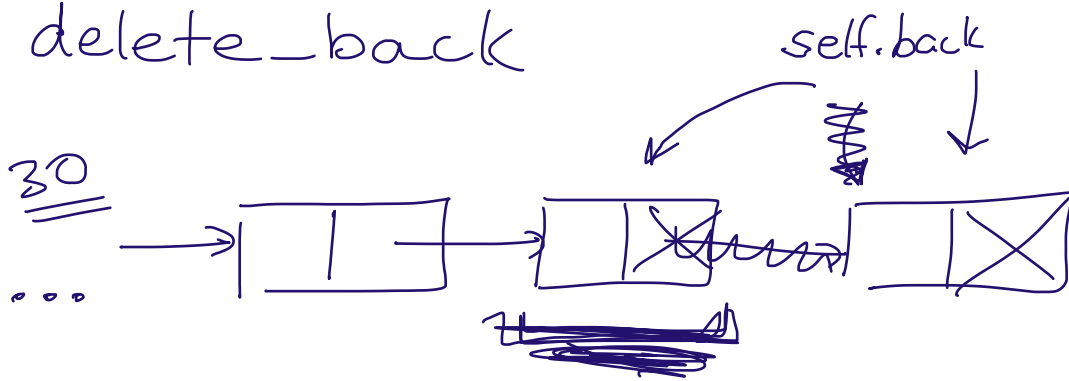


delete_back



self.back = ?

loop through nodes

until current's next is back

(or current's next's next ~~is~~ is None)