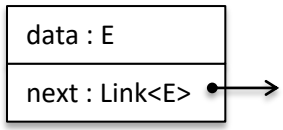
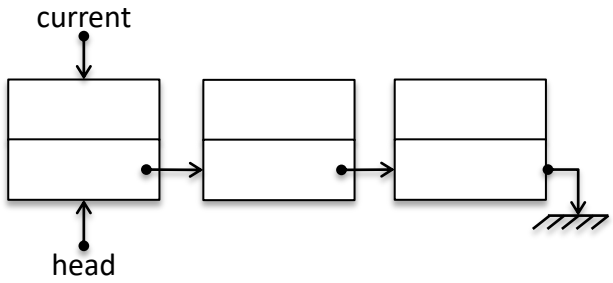

data : E
next : Link<E>

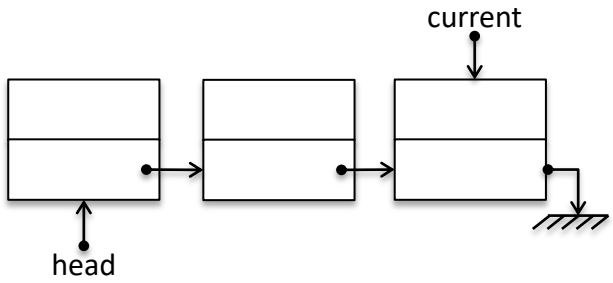
void add(E elt) 1/4

- ajoute l'élément elt à la fin de la liste



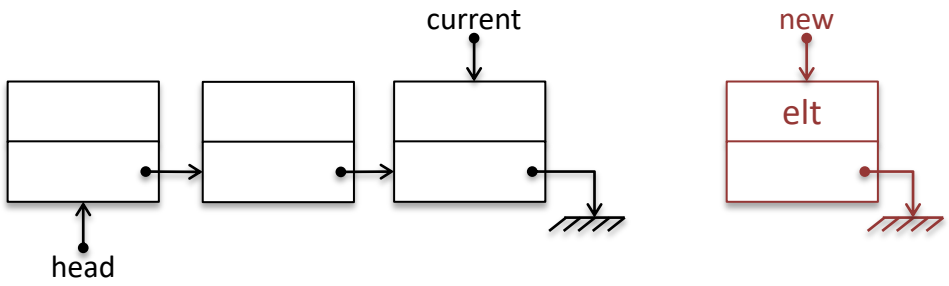
void add(E elt) 2/4

- ajoute l'élément elt à la fin de la liste



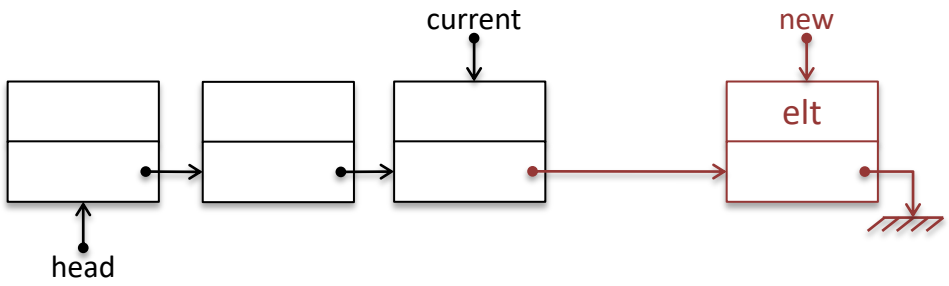
void add(E elt) 3/4

- ajoute l'élément elt à la fin de la liste



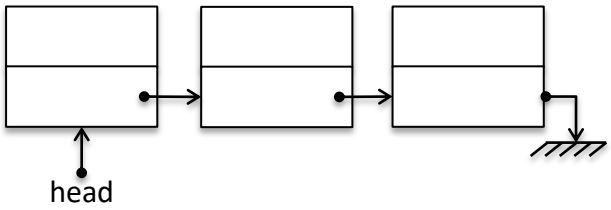
void add(E elt) 4/4

- ajoute l'élément elt à la fin de la liste



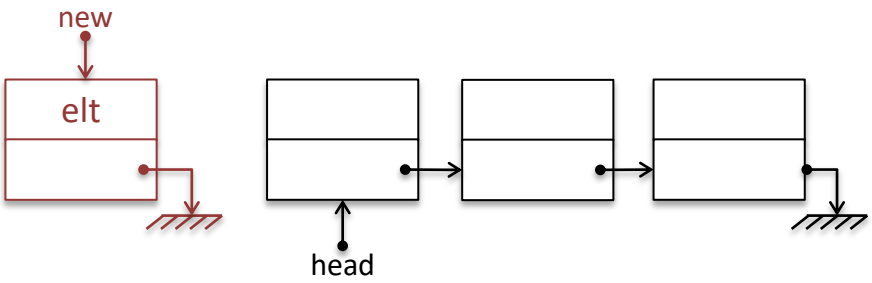
void insert(E elt) 1/4

- ajoute l'élément elt en tête de liste



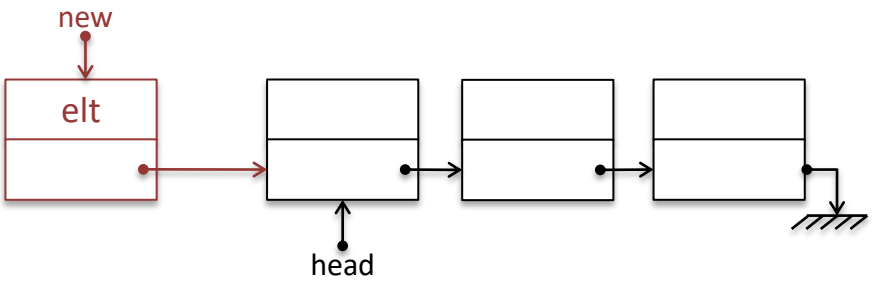
void insert(E elt) 2/4

- ajoute l'élément elt en tête de liste



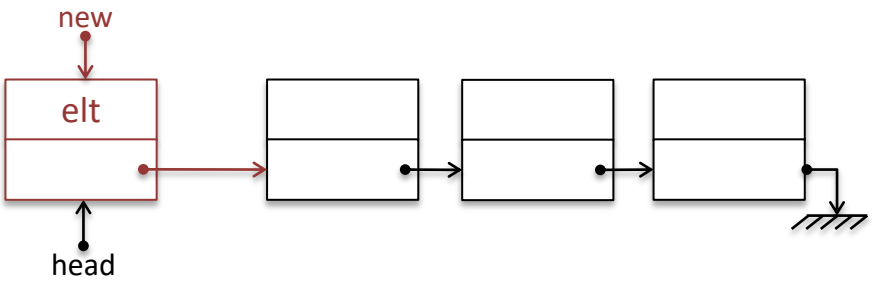
void insert(E elt) 3/4

- ajoute l'élément elt en tête de liste



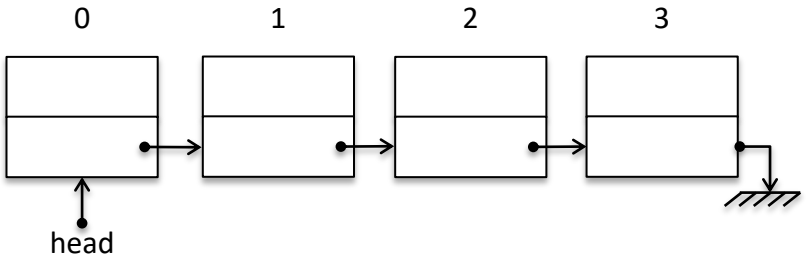
void insert(E elt) 4/4

- ajoute l'élément elt en tête de liste



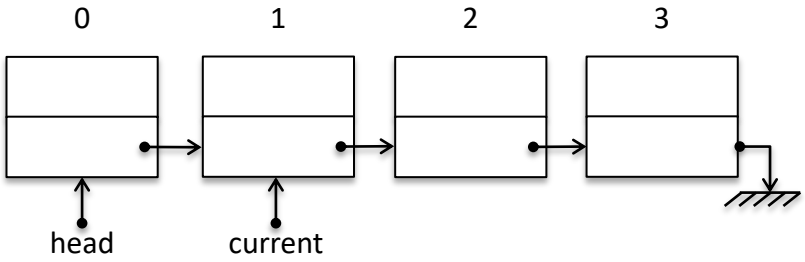
boolean insertAt(E elt, int index) 1/4

- Ajoute l'élément elt à au rang index dans la liste
  - Indices valides $\subset [0 \cdots 4]$
  - Exemple : insert(elt, 2)



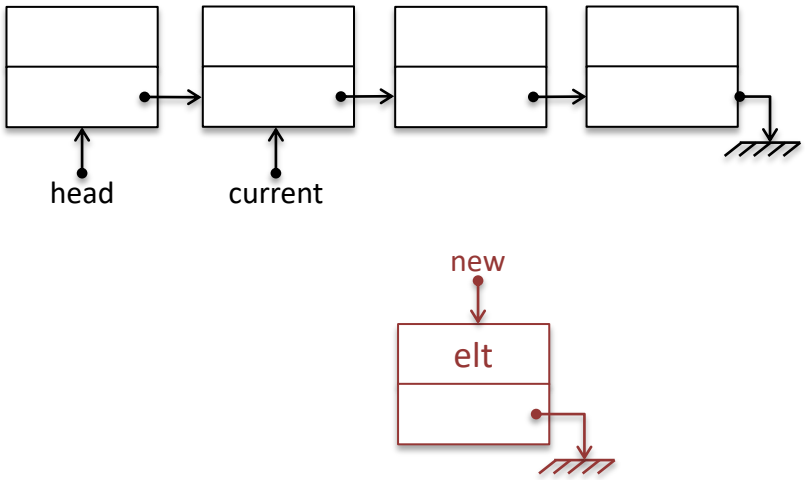
boolean insertAt(E elt, int index) 2/4

- Ajoute l'élément elt à au rang index dans la liste
  - Indices valides $\subset [0 \cdots 4]$
  - Exemple : insert(elt, 2)



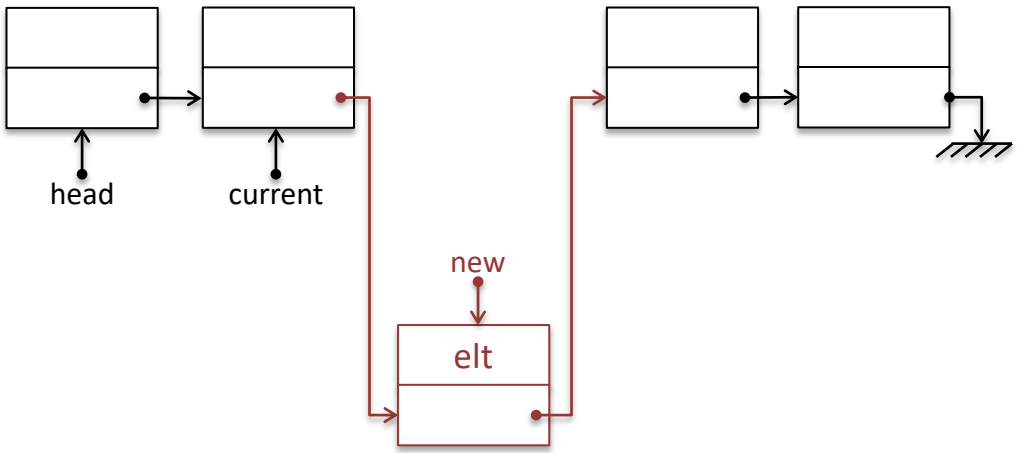
boolean insertAt(E elt, int index) 3/4

- Ajoute l'élément elt à au rang index dans la liste
  - Indices valides $\subset [0 \cdots 4]$
  - Exemple : insert(elt, 2)

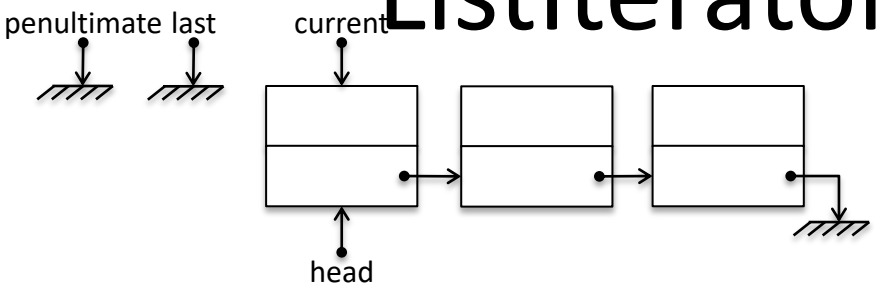


boolean insertAt(E elt, int index) 4/4

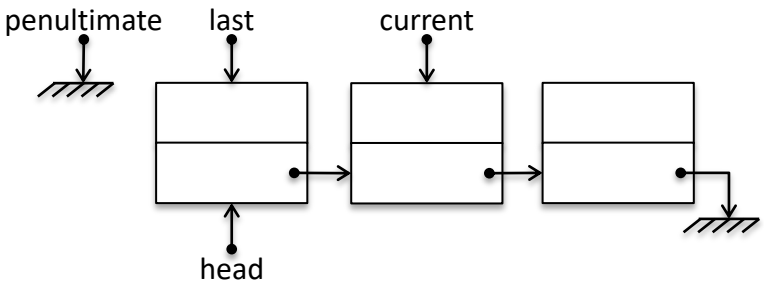
- Ajoute l'élément elt à au rang index dans la liste
  - Indices valides $\subset [0 \cdots 4]$
  - Exemple : insert(elt, 2)

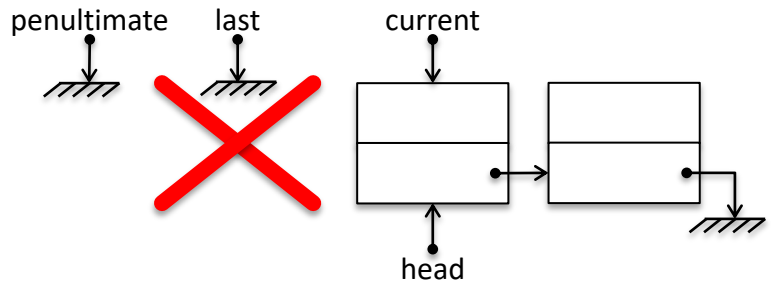


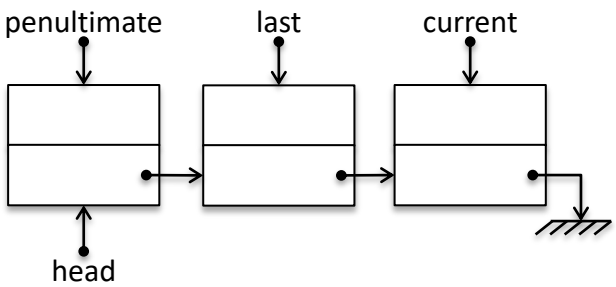
ListIterator<F>.remove()

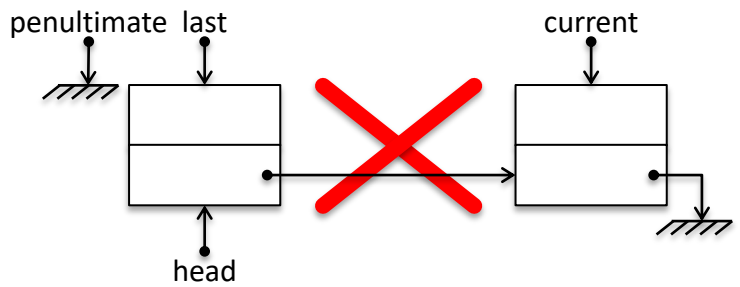


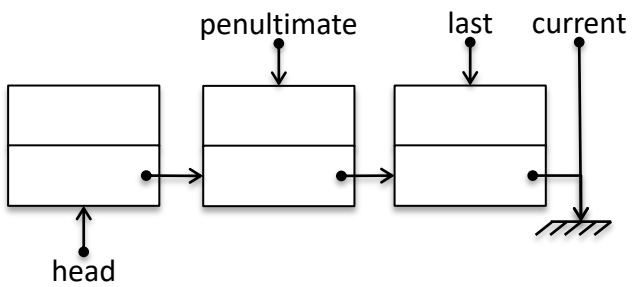
next() n'a pas encore été appelé, on ne peut donc pas appeler remove()

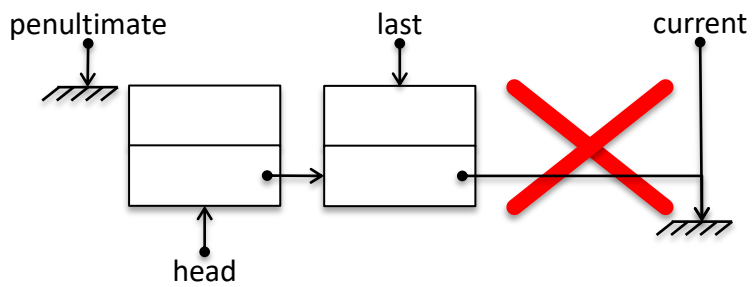




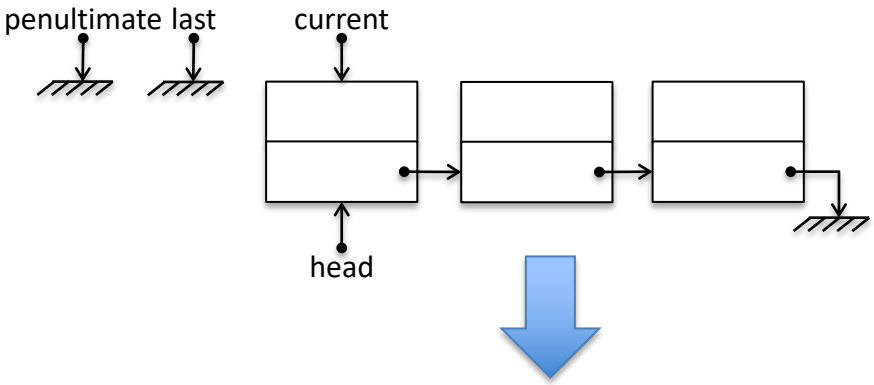








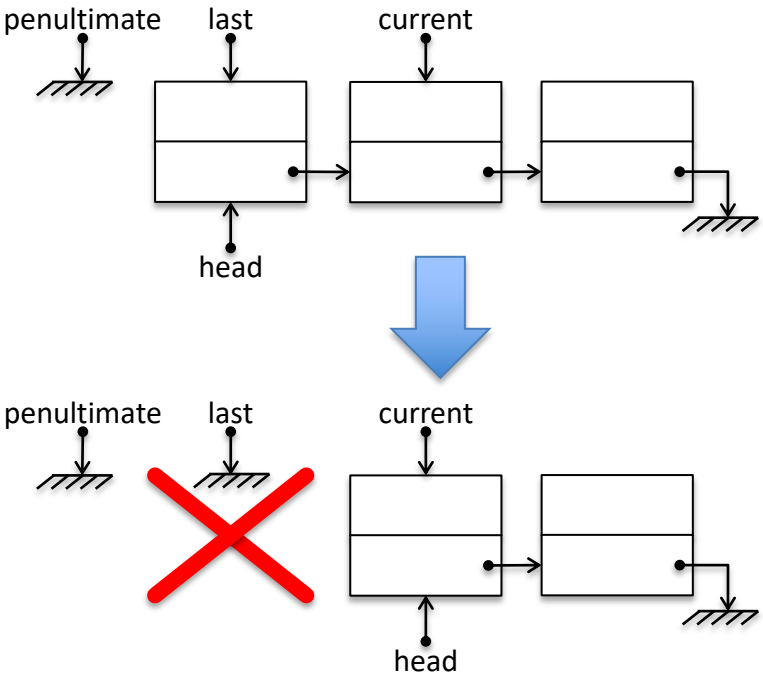
ListIterator<F>.remove() 1/4



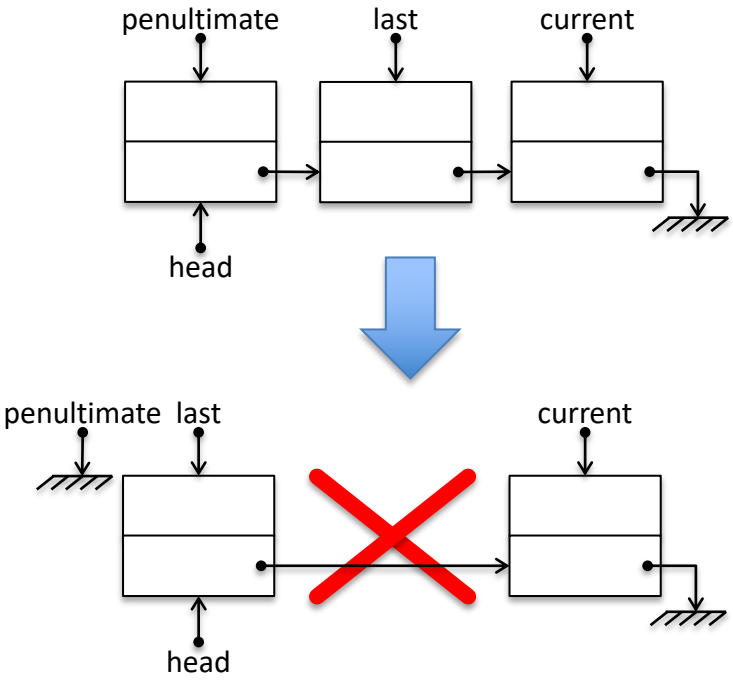
On ne peut pas utiliser remove tant que next n'a pas été appelé au moins une fois :

```
throw new IllegalStateException("remove : next
                not called yet");
```

ListIterator<F>.remove() 2/4



ListIterator<F>.remove() 3/4



ListIterator<F>.remove() 4/4