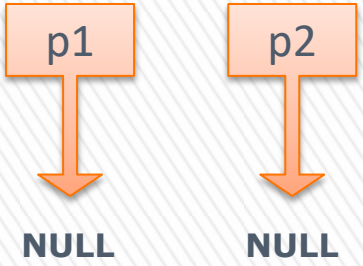
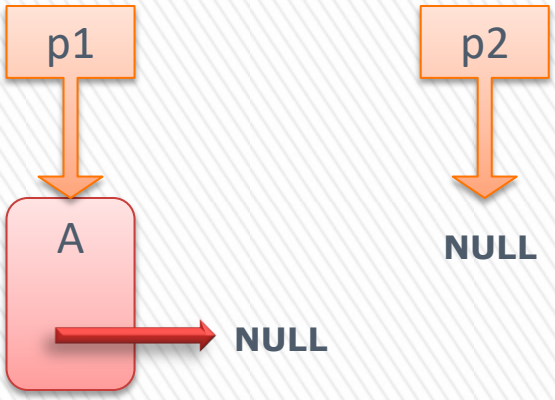
Create a List

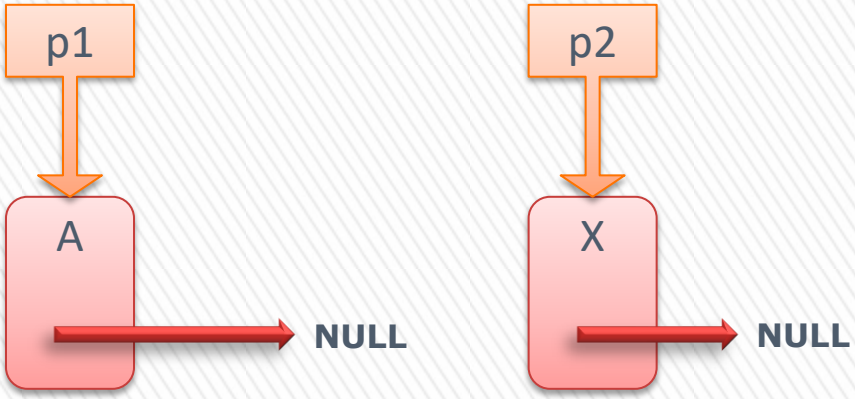
```
Node *p1 = nullptr;
Node *p2 = nullptr;      // Create two pointers that will point to
                         //   objects of the class Node.
```



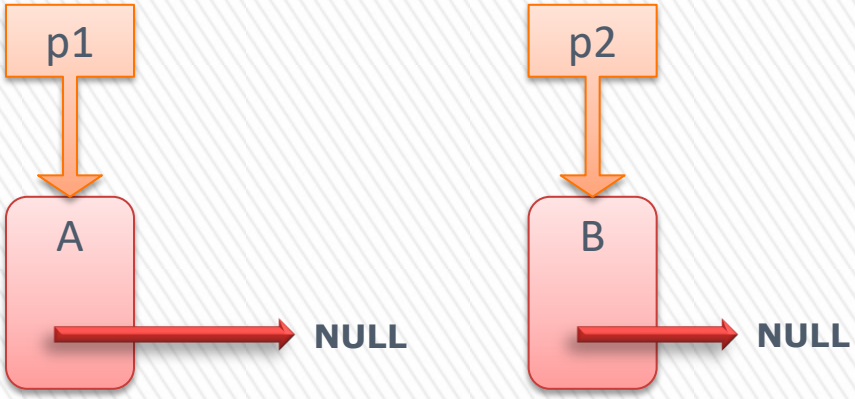
```
p1 = new Node('A', nullptr); // Create a new node storing the character 'A'
                             //   and set p1 to point to it.
```



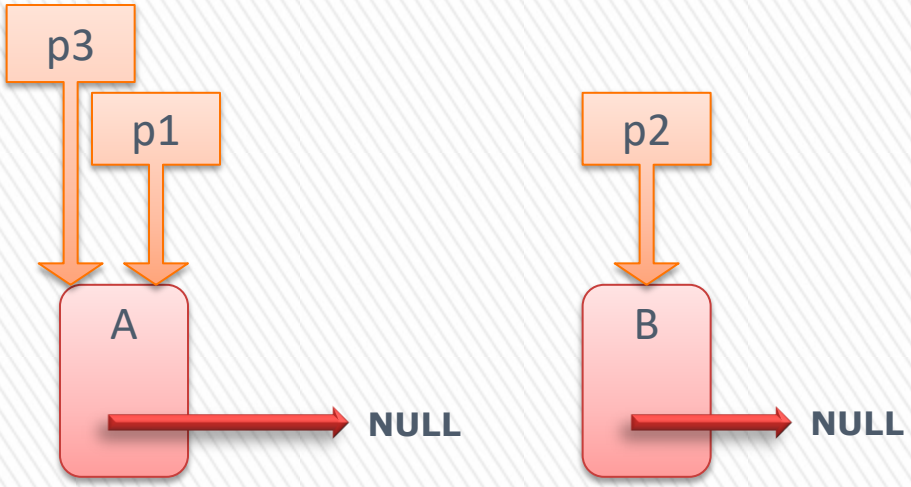
```
p2 = new Node;      // Create another new node and set p2 to point to it.
                    // The default constructor will store the value 'X'
```



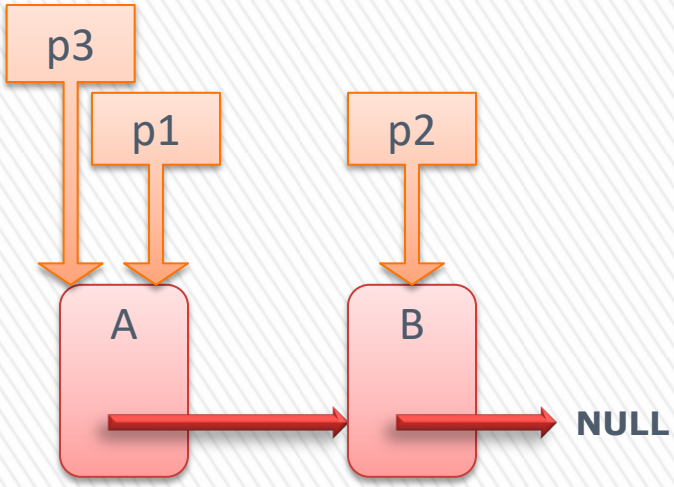
```
p2->setData('B');  // Store character 'B' in the node that p2 is pointing to.
```



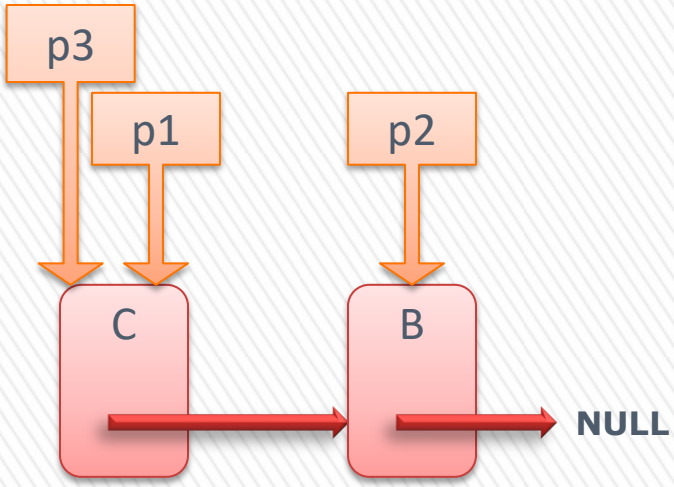
```
Node *p3 = p1;    // Create a new pointer p3 to point to the node p1 is pointing to.
```



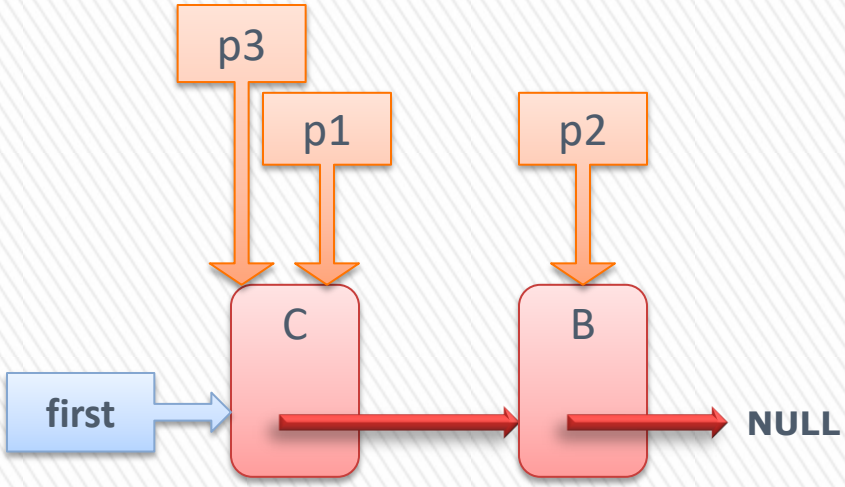
```
p1->setNext(p2);  // Set the node pointed by p1 to point to the node p2 is pointing to.
```



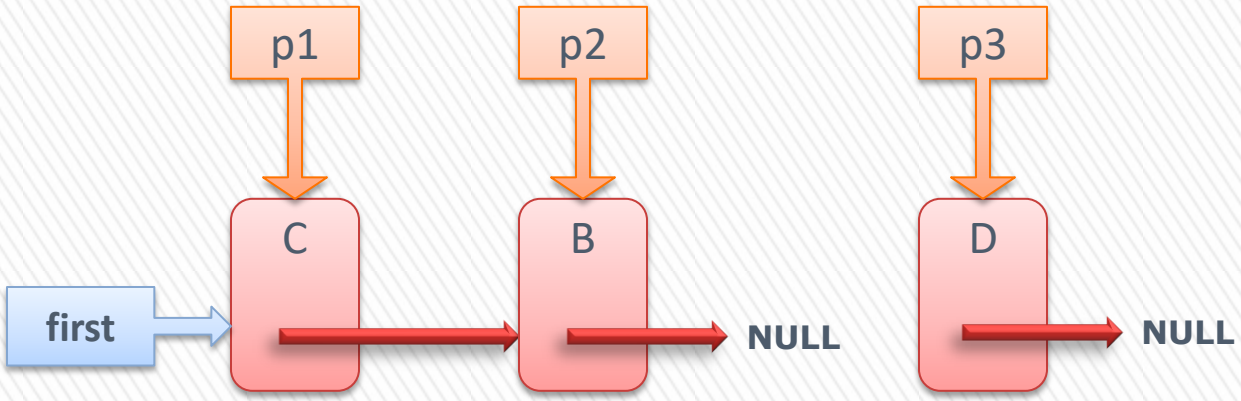
```
p3->setData('C');  // Store character 'C' in the node that p3 is pointing to.
                   // This will overwrite the data previously stored in the node.
```



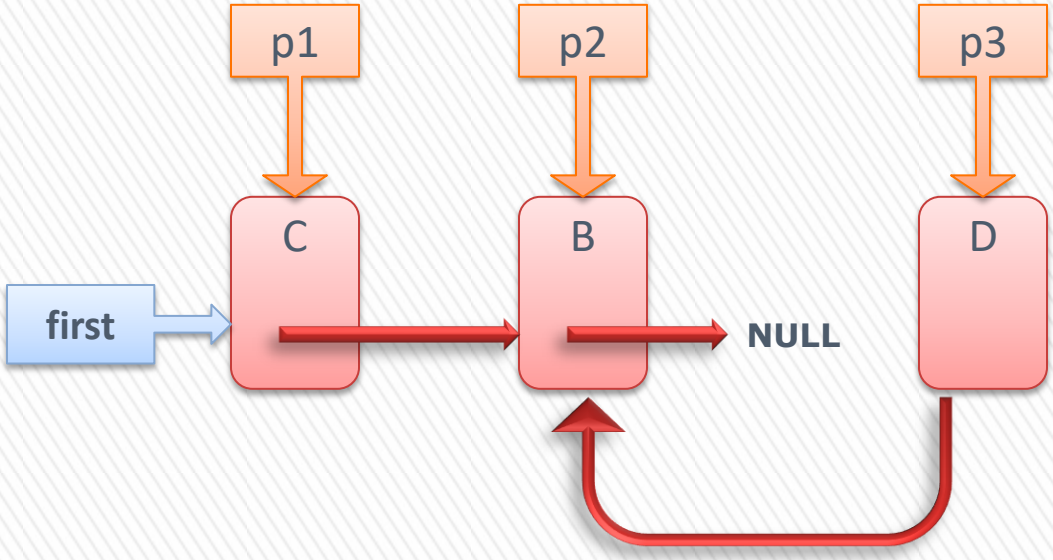
```
first = p1;  // Make the node pointed by p1 to be the first in the list.
```



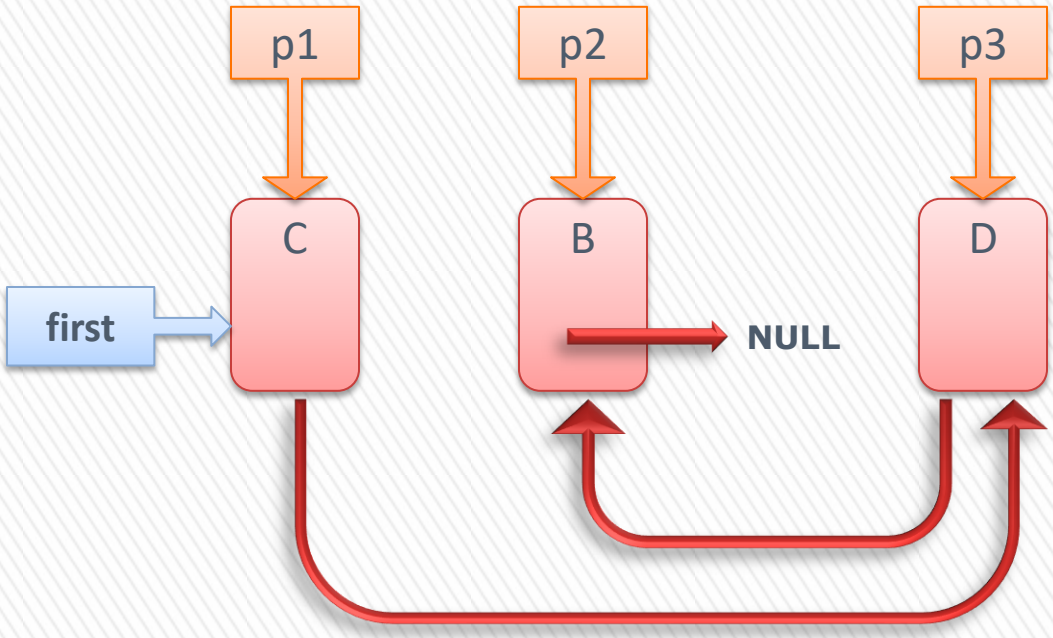
```
p3 = new Node('D', nullptr); // Create a new node storing 'D'
                             //   and have p3 point to it.
```



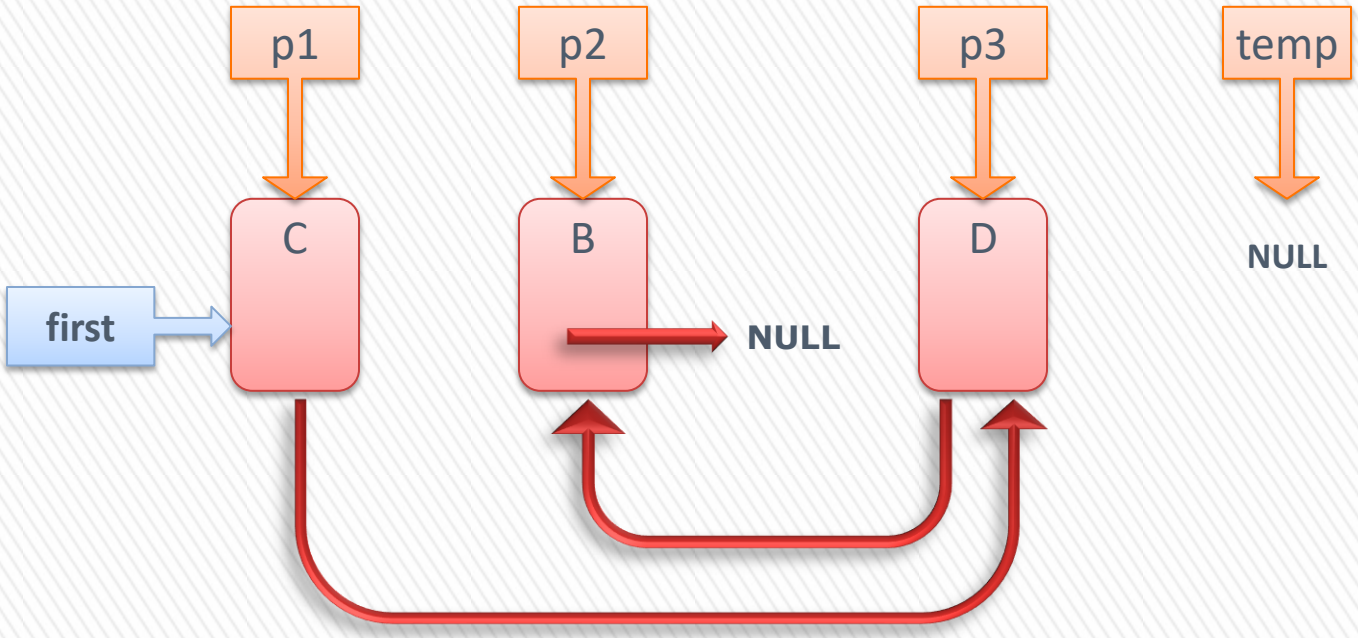
```
p3->setNext(p1->getNext());  // Set the node pointed by p3 to point to the node
                             //  pointed by p2.
```



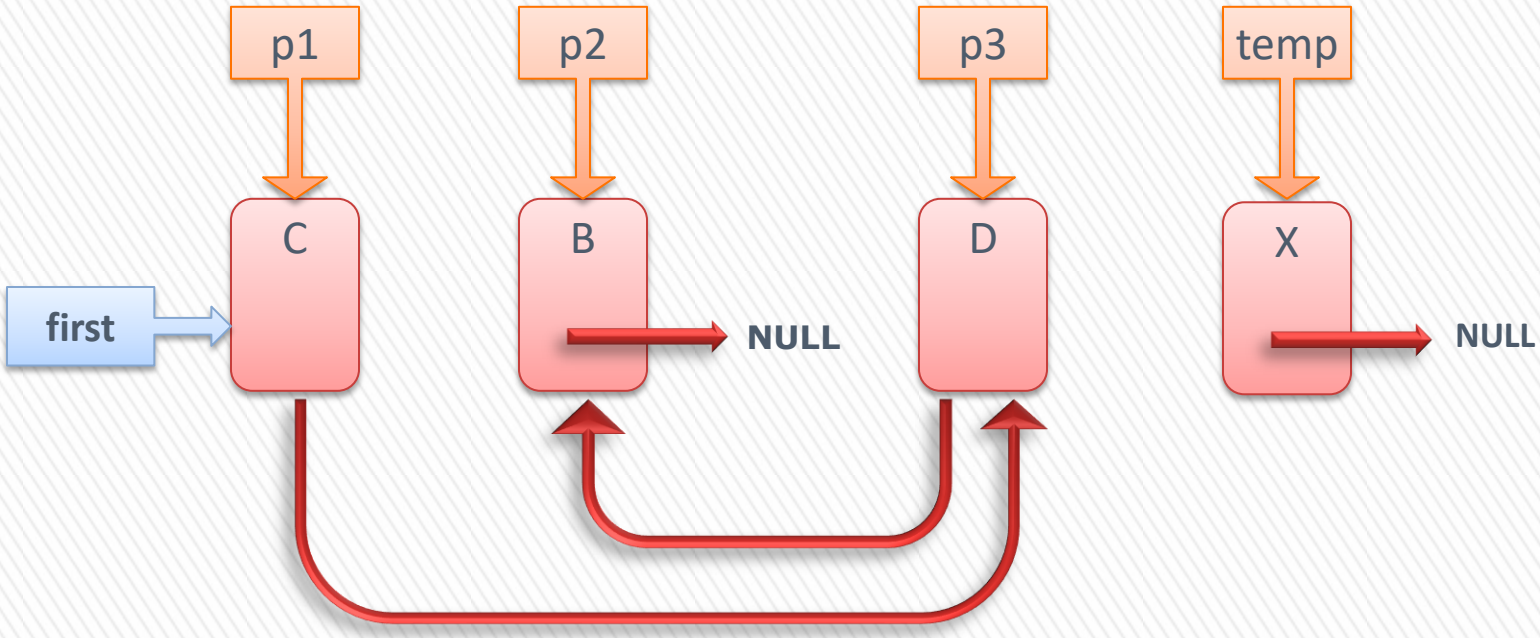
```
p1->setNext(p3);  // Set the node pointed by p1 to point to the node that p3 is pointing to.
```



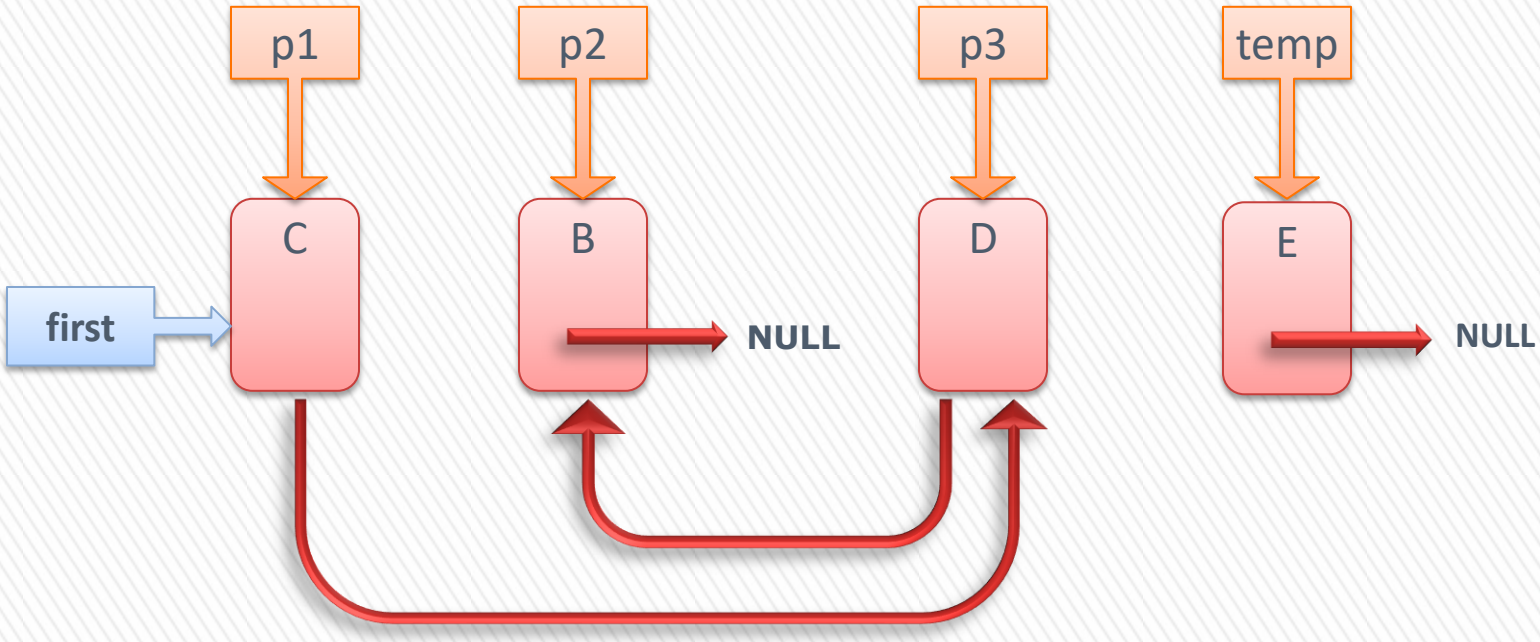
```
Node *temp = nullptr; // Create a new pointer.
```



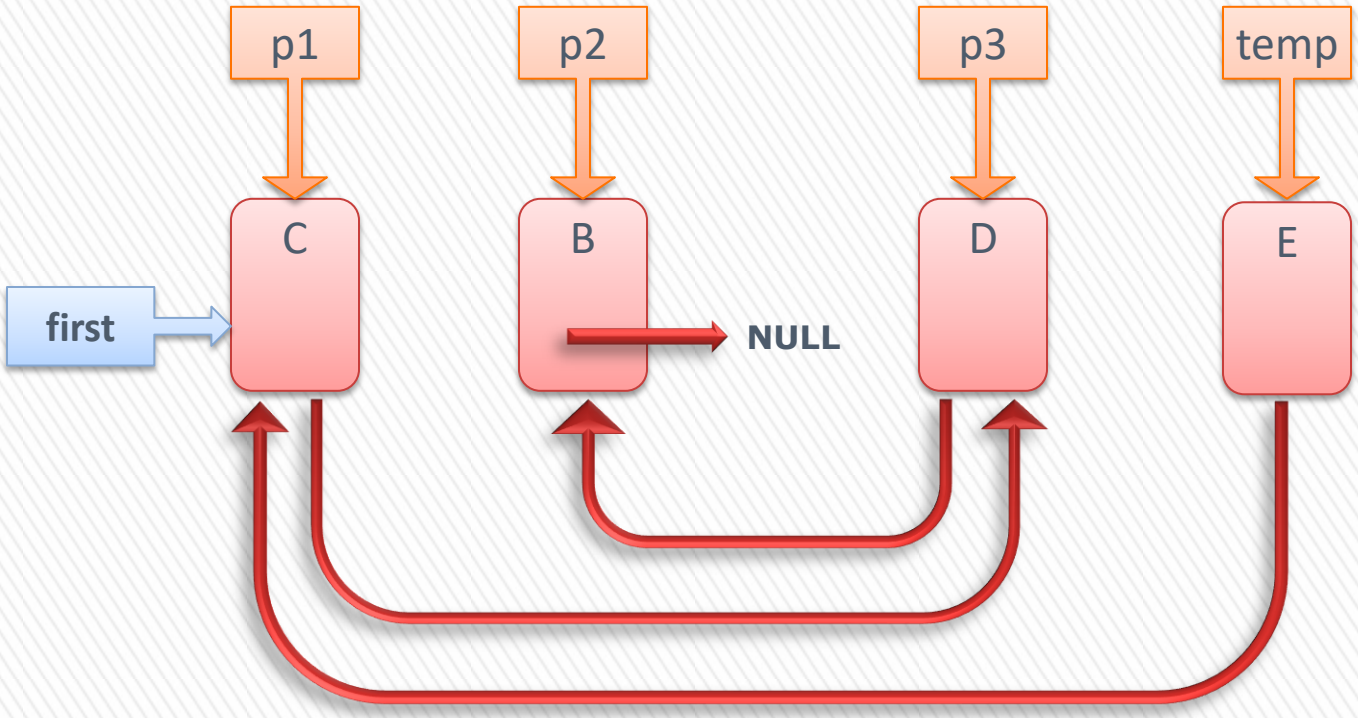
```
temp = new Node;  // Create a new node and set temp to point to it.
```



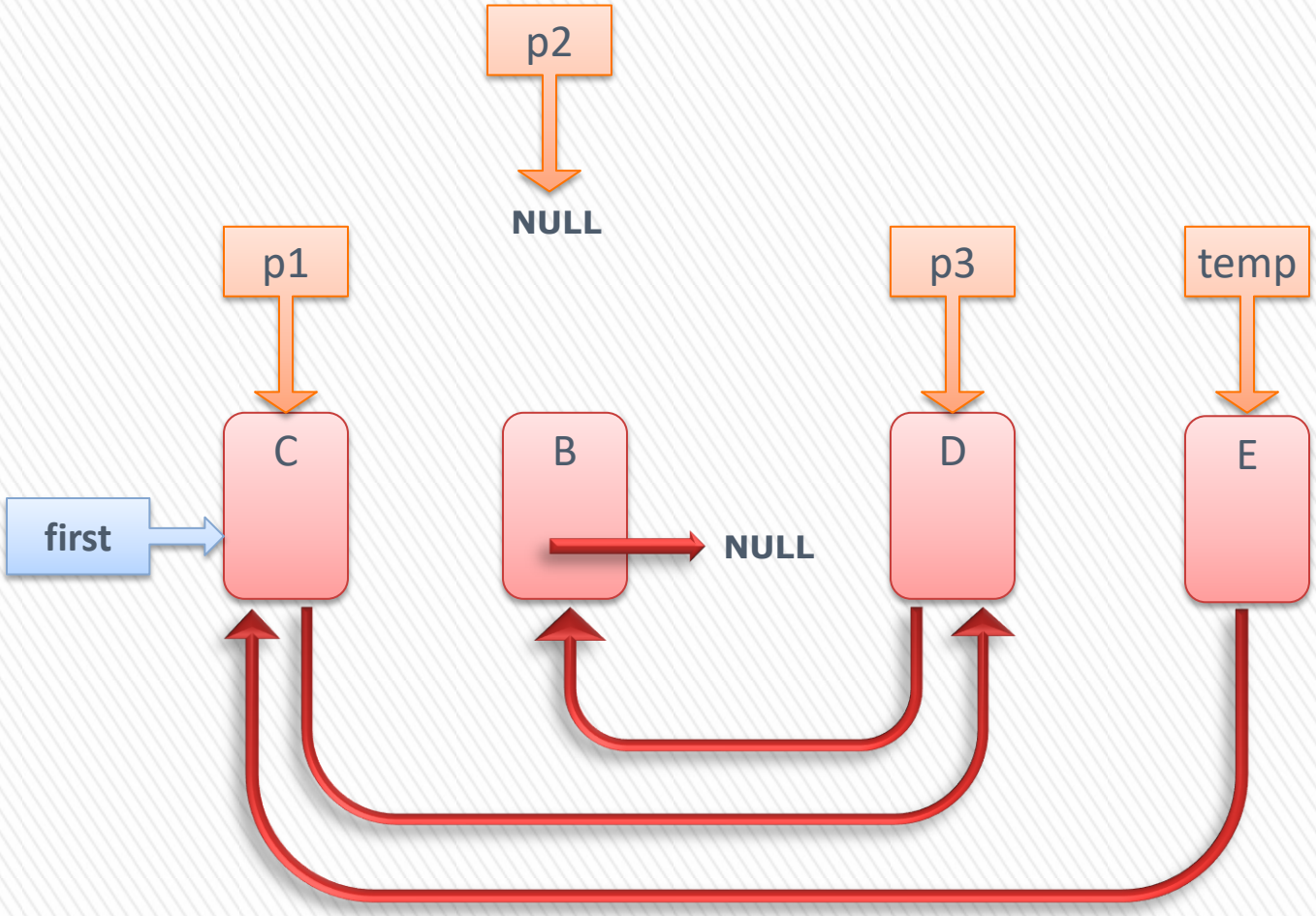
```
temp->setData('E');  // Store character 'E' in the node temp is pointing to.
```



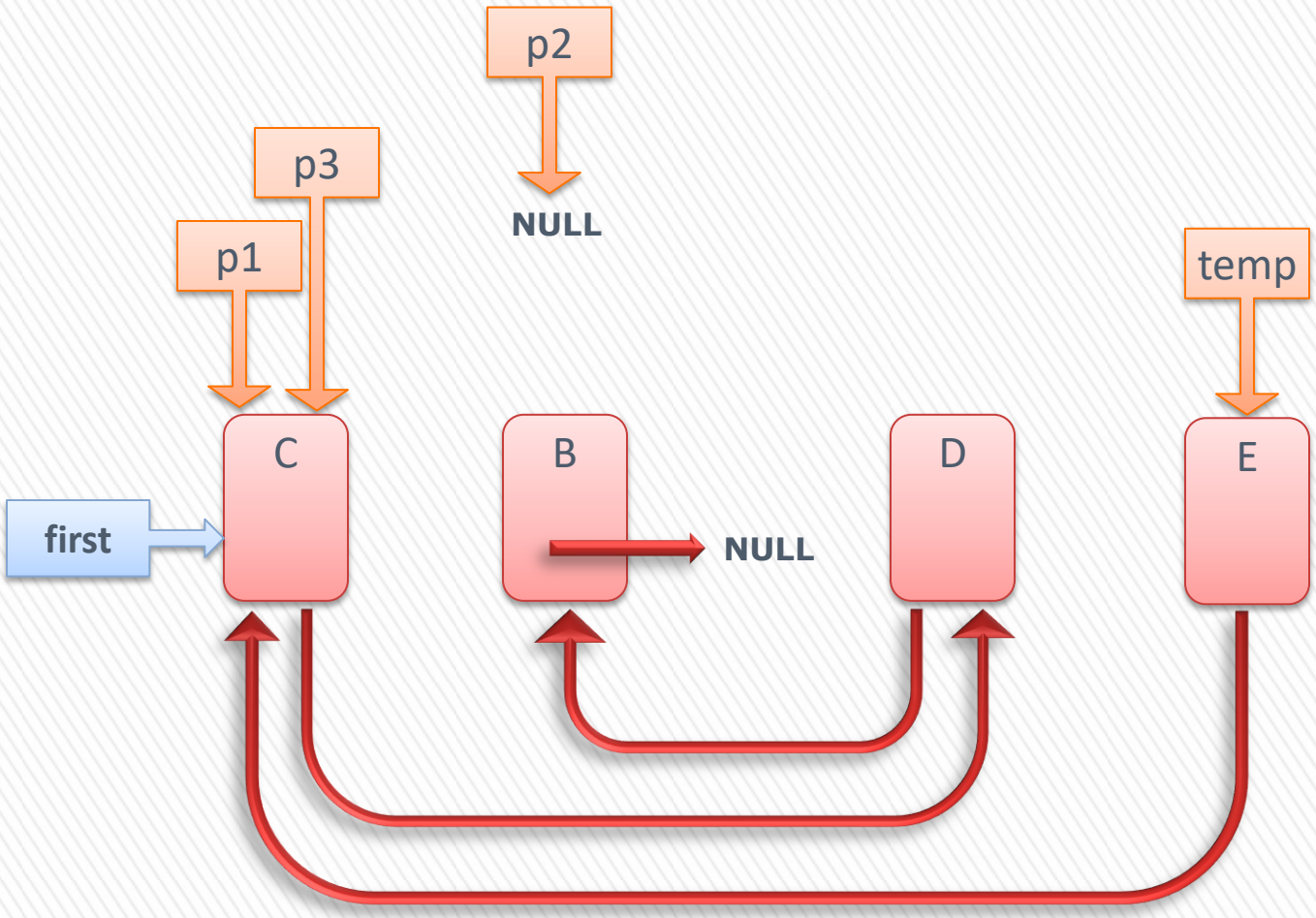
```
temp->setNext(p1);  // Set the node pointed by temp to point to the
                    //     node p1 is pointing to.
```



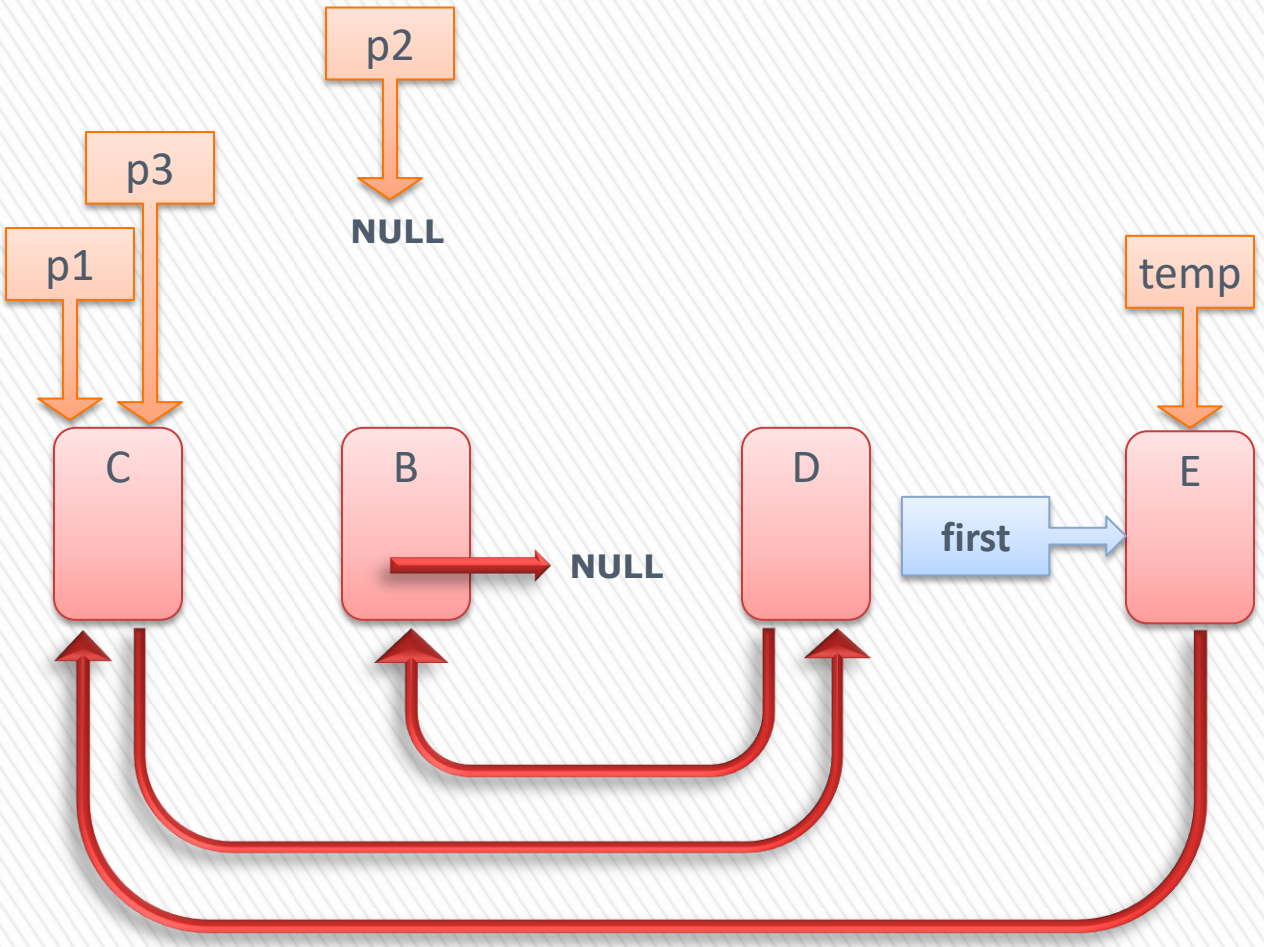
```
p2 = nullptr;  // Set p2 to point to NULL so that it does not point to anything.
```



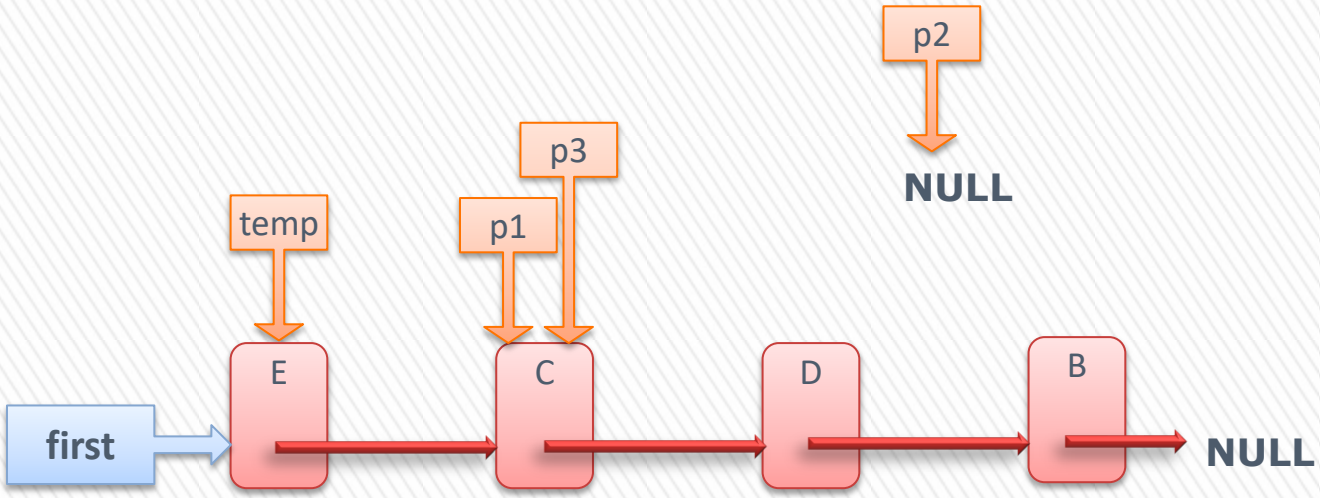
```
p3 = p1;  // Set p3 to point to the node that p1 is pointing to.
```



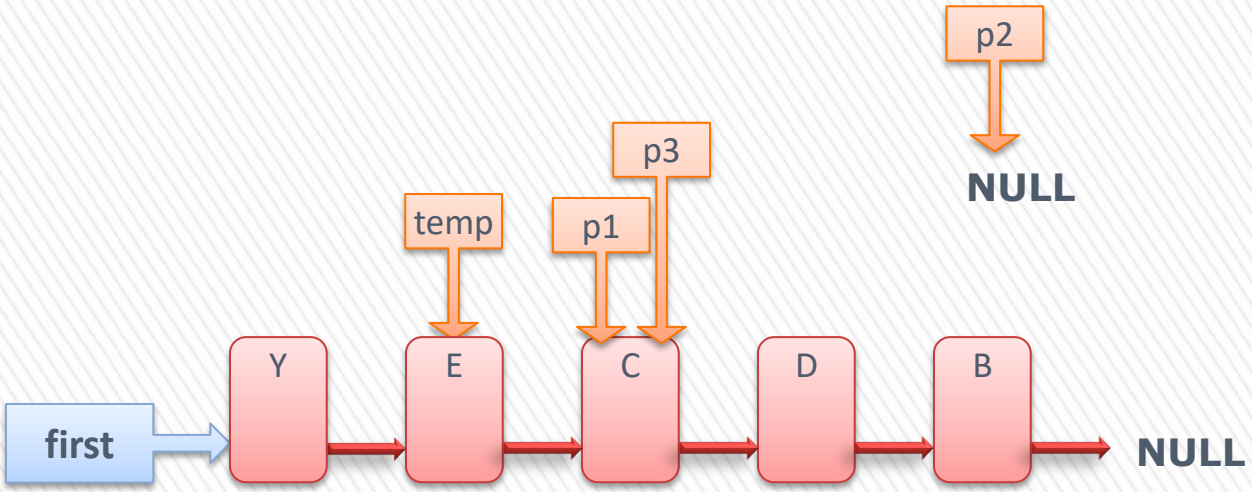
```
first = temp;  // Set the node pointed by temp to be the first in the list.
```



// Re-arrange the list…



```
first = new Node('Y', first); // add a new first node storing 'Y'
```



Create a List (end)