

LinkedList<T>.AddFirst Method

Namespace: [System.Collections.Generic](#)

Assemblies: System.Collections.dll, System.dll, netstandard.dll

Adds a new node or value at the start of the [LinkedList<T>](#).

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Overloads

[AddFirst\(LinkedListNode<T>\)](#)

Adds the specified new node at the start of the [LinkedList<T>](#).

[AddFirst\(T\)](#)

Adds a new node containing the specified value at the start of the [LinkedList<T>](#).

AddFirst(LinkedListNode<T>)

Adds the specified new node at the start of the [LinkedList<T>](#).

C#



```
public void AddFirst (System.Collections.Generic.LinkedListNode<T> node);
```

Parameters

node [LinkedListNode<T>](#)

The new [LinkedListNode<T>](#) to add at the start of the [LinkedList<T>](#).

Exceptions

[ArgumentNullException](#)

node is null.

[InvalidOperationException](#)

node belongs to another [LinkedList<T>](#).

Examples

For an example that includes this method, see the [LinkedList<T>](#) class.

Remarks

[LinkedList<T>](#) accepts null as a valid [Value](#) for reference types and allows duplicate values.

If the [LinkedList<T>](#) is empty, the new node becomes the [First](#) and the [Last](#).

This method is an O(1) operation.

See also

- [AddAfter](#)
- [AddBefore](#)
- [AddLast](#)
- [RemoveFirst\(\)](#)

AddFirst(T)

Adds a new node containing the specified value at the start of the [LinkedList<T>](#).

C#

 Copy

```
public System.Collections.Generic.LinkedListNode<T> AddFirst (T value);
```

Parameters

value T

The value to add at the start of the [LinkedList<T>](#).

Returns

[LinkedListNode<T>](#)

The new [LinkedListNode<T>](#) containing value.

Examples

For an example that includes this method, see the [LinkedList<T>](#) class.

Remarks

[LinkedList<T>](#) accepts `null` as a valid [Value](#) for reference types and allows duplicate values.

If the [LinkedList<T>](#) is empty, the new node becomes the [First](#) and the [Last](#).

This method is an O(1) operation.

See also

- [AddAfter](#)
- [AddBefore](#)
- [AddLast](#)
- [RemoveFirst\(\)](#)

Applies to

.NET Core

3.0, 2.2, 2.1, 2.0, 1.1, 1.0

.NET Framework

4.8, 4.7.2, 4.7.1, 4.7, 4.6.2, 4.6.1, 4.6, 4.5.2, 4.5.1, 4.5, 4.0, 3.5, 3.0, 2.0

.NET Standard

2.1, 2.0, 1.6, 1.4, 1.3, 1.2, 1.1, 1.0

UWP

10.0

Xamarin.Android

7.1

Xamarin.iOS

10.8

Xamarin.Mac

3.0

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 Yes  No
