

# LinkedList<T>.AddBefore Method

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

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

Adds a new node or value before an existing node in the [LinkedList<T>](#).

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## Overloads

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[AddBefore\(LinkedListNode<T>, LinkedListNode<T>\)](#)

Adds the specified new node before the specified existing node in the [LinkedList<T>](#).

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[AddBefore\(LinkedListNode<T>, T\)](#)

Adds a new node containing the specified value before the specified existing node in the [LinkedList<T>](#).

## AddBefore(LinkedListNode<T>, LinkedListNode<T>)

Adds the specified new node before the specified existing node in the [LinkedList<T>](#).

C#



```
public void AddBefore (System.Collections.Generic.LinkedListNode<T> node,  
    System.Collections.Generic.LinkedListNode<T> newNode);
```

## Parameters

**node** [LinkedListNode<T>](#)

The [LinkedListNode<T>](#) before which to insert `newNode`.

**newNode** [LinkedListNode<T>](#)

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

## Exceptions

### [ArgumentNullException](#)

`node` is null.

-Or-

`newNode` is null.

### [InvalidOperationException](#)

`node` is not in the current [LinkedList<T>](#).

-Or-

`newNode` 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.

This method is an O(1) operation.

## See also

- [AddAfter](#)
- [AddFirst](#)
- [AddLast](#)
- [Remove](#)

# AddBefore(LinkedListNode<T>, T)

Adds a new node containing the specified value before the specified existing node in the [LinkedList<T>](#).

C#



```
public System.Collections.Generic.LinkedListNode<T> AddBefore (System.Collections.Generic.LinkedListNode<T>  
node, T value);
```

## Parameters

**node** [LinkedListNode<T>](#)

The [LinkedListNode<T>](#) before which to insert a new [LinkedListNode<T>](#) containing `value`.

**value**    `T`

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

## Returns

[LinkedListNode<T>](#)

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

## Exceptions

[ArgumentNullException](#)

`node` is `null`.

[InvalidOperationException](#)

`node` is not in the current [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.

This method is an O(1) operation.

## See also

- [AddAfter](#)
- [AddFirst](#)
- [AddLast](#)
- [Remove](#)

## 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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