**Day 24: More LinkedList**

**Task**  
A *Node* class is provided for you in the editor. A *Node* object has an integer data field, data, and a Node instance pointer, next, pointing to another node (i.e.: the next node in a list).

A *removeDuplicates* function is declared in your editor, which takes a pointer to the head node of a linked list as a parameter. Complete *removeDuplicates* so that it deletes any duplicate nodes from the list and returns the head of the updated list.

**Note:** The head pointer may be null, indicating that the list is empty. Be sure to reset your next pointer when performing deletions to avoid breaking the list.

**Input Format**

You do not need to read any input from stdin. The following input is handled by the locked stub code and passed to the *removeDuplicates* function:  
The first line contains an integer, N, the number of nodes to be inserted.  
The N subsequent lines each contain an integer describing the dat value of a node being inserted at the list's tail.

**Constraints**

* The data elements of the linked list argument *will always be* in non-decreasing order.

**Output Format**

Your *removeDuplicates* function should return the head of the updated linked list. The locked stub code in your editor will print the returned list to stdout.

**Sample Input**

6

1

2

2

3

3

4

**Sample Output**

1 2 3 4

**Explanation**

N=6, and our non-decreasing list is {1,2,2,3,3,4}. The values 2 and 3 both occur twice in the list, so we remove the two duplicate nodes. We then return our updated (ascending) list, which is {1,2,3,4}.