

# Comp 249 LAB 11

1. Implement the LinkedList from scratch and also make sure your data variable in the node is generic.

Create 3 classes

1) Node class (generic)

2) Operation class (here provide implementation for add and delete. You should be able to add and delete element from any location)

3) Driver ( No need to take user input)

2) What Is The Following Class Converted To After Type Erasure?

```
Public Class Pair <K, V>{  
private K Key;  
private V Value;  
  
public Pair(K key, V value) {  
  
this.key = key;  
this.value = value;  
}  
  
public K getKey(); { return key; }  
public V getValue(); { return value; }  
  
public void setkey(K key) { this.key = key; }  
public void setvalue(V value) { this.value = value; }  
}
```