

Linked Lists

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1. What you need:

- A class is defined to represent each list item
- for an int class you need a node to pointer to the next node and a int data value
- You need a constructor that takes the data value in, and sets nextNodePtr to nullptr
- Then a function that inserts the current node after the previous one

2. How to make the fuctions

- Declare the next

3. How to use?

- Declare the list, when you do call the first node headObj
- Decalre headObj with value
- declare next object as such, then call the last objects InsertAfter function and put the node after that as an parameter and repeat.

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```
headObj = new IntNode(-1);
```

```
nodeObj1 = new IntNode(555); headObj->InsertAfter(nodeObj1);
```

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