Panel 1 (top-left)

HABCD

D after
D
don't allow

C → null

D prev
Point
D next

if null = null

if D next
==
D prev. next

D prev
Point
D

C → D

"not allowed"
"illegal move"

Print
error
message

Panel 2 (top-middle)

Grab desired

after ————— b.

before ~~this~~ After

before ~~other~~ After

if this before == other after
or
other before == this after
do
this before links other
to before

Panel 3 (top-right)

HAB

Put A after
B

H → B

B → A

A prev to A next

B must now point
to A as per
the goal

H-B-A-null

A points to
B's old next
which is null

Panel 4 (bottom-left)

HABCDEFG

put
A after G

A prev
must
Point A
next

H → B

A-null
G-A

A must point to
G next (null)
and G must point
following the logic:

H - B - C - D - E - F - G - A
↓
null

Panel 5 (bottom-middle)

HABCD

D
HABC→
C→null

D
H >ABC→

D→A

D after
H

D prev
Point
D next

D paint
H

H
next

H paint
D

Panel 6 (bottom-right)

HABCD

<A>
H→BCD

A→C
A
HB>CD

HBACD
B→A

goal A
after B

A prev
point
A next

A. paint
B next

B point

A as
per goal