Linked List Implementation: Concept Challenge 2



Concept Challenge: Procedure

- Pause Try to solve the problem yourself
- Discuss with other learners (if you can)
- Watch the UC San Diego learners video
- Answer the question again
- Confirm your understanding with our explanation

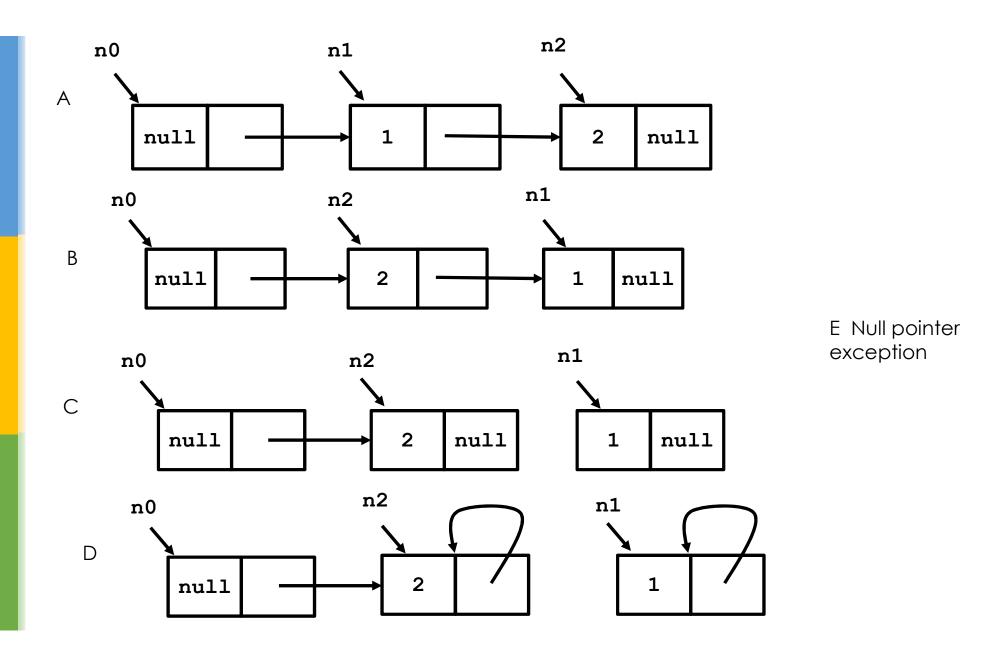


```
class SLLNode<E> {
  SLLNode<E> next;
 E data;
 public SLLNode() {
    this.next = null;
    this.data = null;
 public SLLNode(E theData) {
    this.data = theData;
 public SLLNode(E theData,
                 SLLNode<E> prevNode
    this (theData);
    this.next = prevNode.next;
   prevNode.next = this;
```

```
public static void main(String[] args)
{
    SLLNode<Integer> n0 =
        new SLLNode<Integer>();
    SLLNode<Integer> n1=
        new SLLNode(1,n0);
    SLLNode<Integer> n2 =
        new SLLNode(2,n0);
}
```

What about if we swap these two lines?

```
public static void main(String[] args)
class SLLNode<E> {
                                     SLLNode<Integer> n0 =
  SLLNode<E> next;
                                        new SLLNode<Integer>();
 E data;
                                     SLLNode<Integer> n1=
                                        new SLLNode(1,n0);
 public SLLNode() {
                                     SLLNode<Integer> n2 =
    this.next = null;
                                        new SLLNode(2,n0);
    this.data = null;
 public SLLNode(E theData) {
                               What does the list of nodes look like after main runs?
    this.data = theData;
  }
 public SLLNode(E theData,
                 SLLNode<E> prevNode) {
    this (theData);
    prevNode.next = this;
    this.next = prevNode.next;
```



```
class SLLNode<E> {
  SLLNode<E> next;
 E data;
 public SLLNode() {
    this.next = null;
    this.data = null;
 public SLLNode(E theData) {
    this.data = theData;
  }
 public SLLNode(E theData,
                 SLLNode<E> prevNode) {
    this (theData);
    this.next = prevNode.next;
    prevNode.next = this;
```

```
public static void main(String[] args)
{
    SLLNode<Integer> n0 =
        new SLLNode<Integer>();
    SLLNode<Integer> n1=
        new SLLNode(1,n0);
    SLLNode<Integer> n2 =
        new SLLNode(2,n0);
}
```

Step-by-step walkthrough ...

SLLNode<Integer> n0 = new SLLNode<Integer>();

