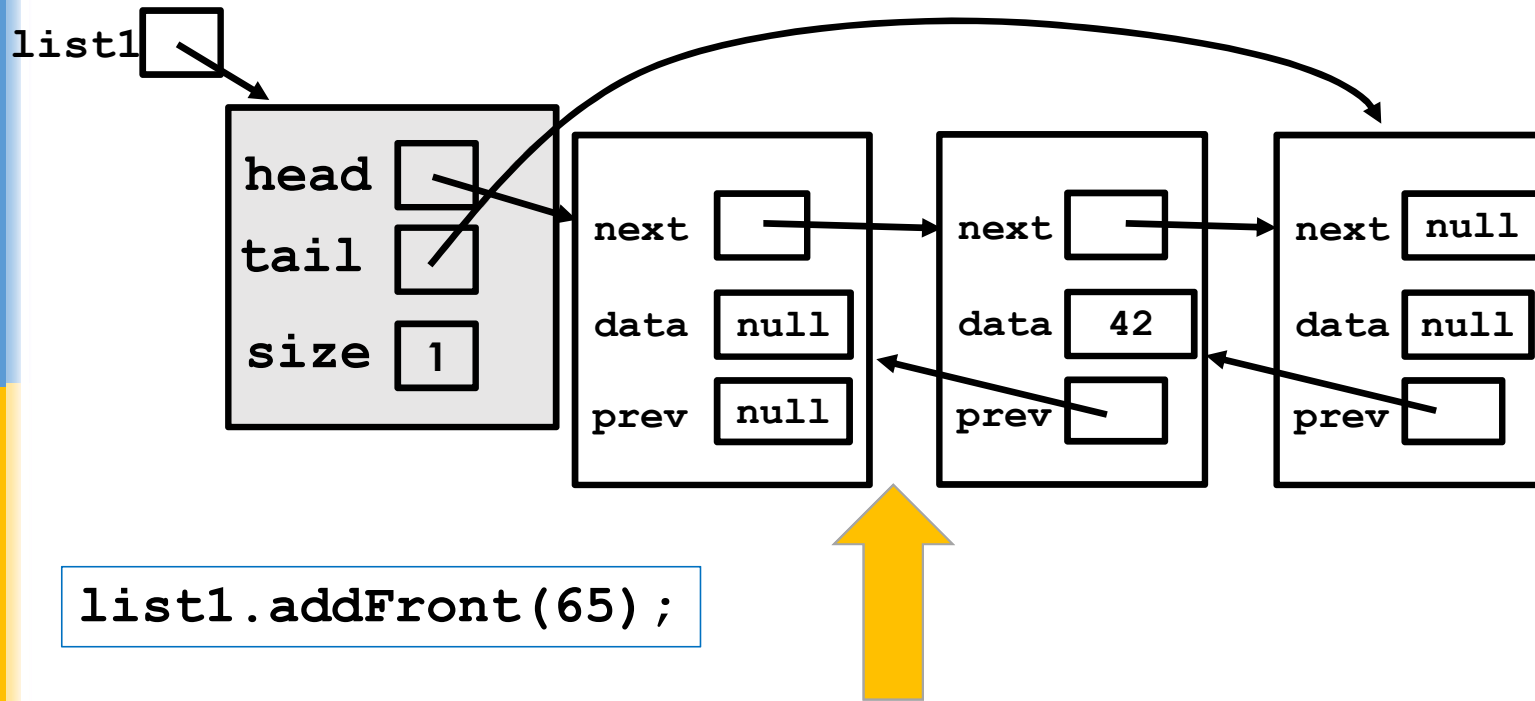
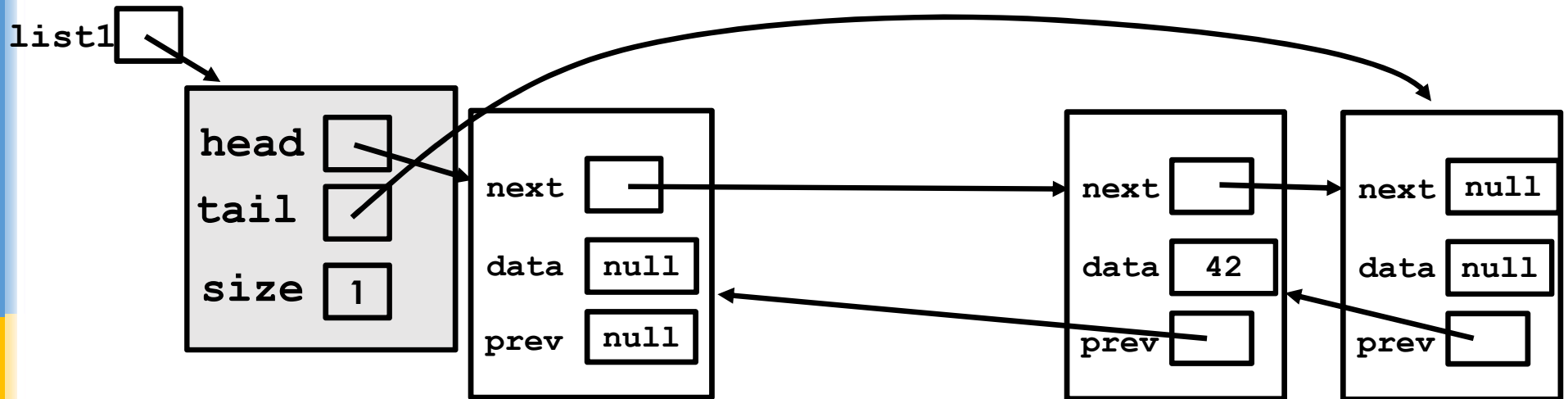


Support: Adding to a Linked List

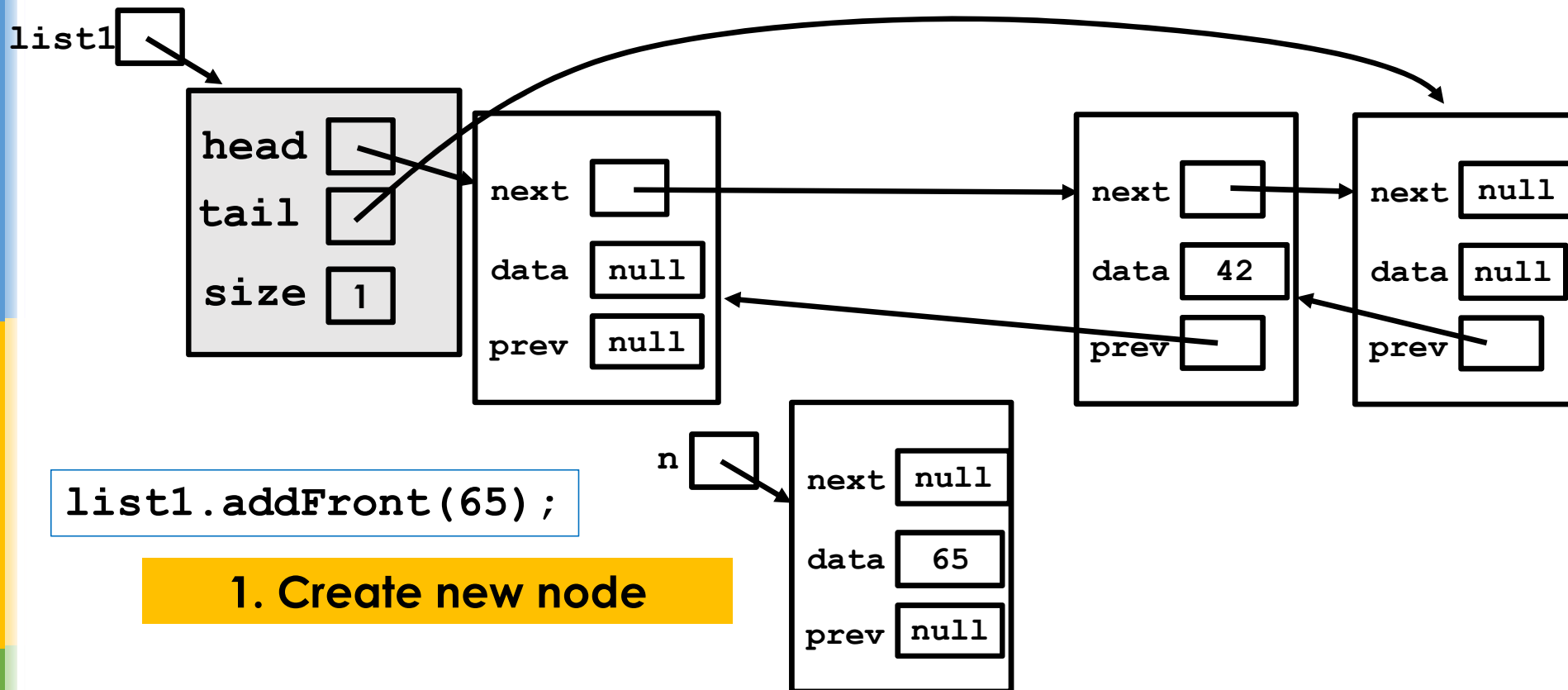


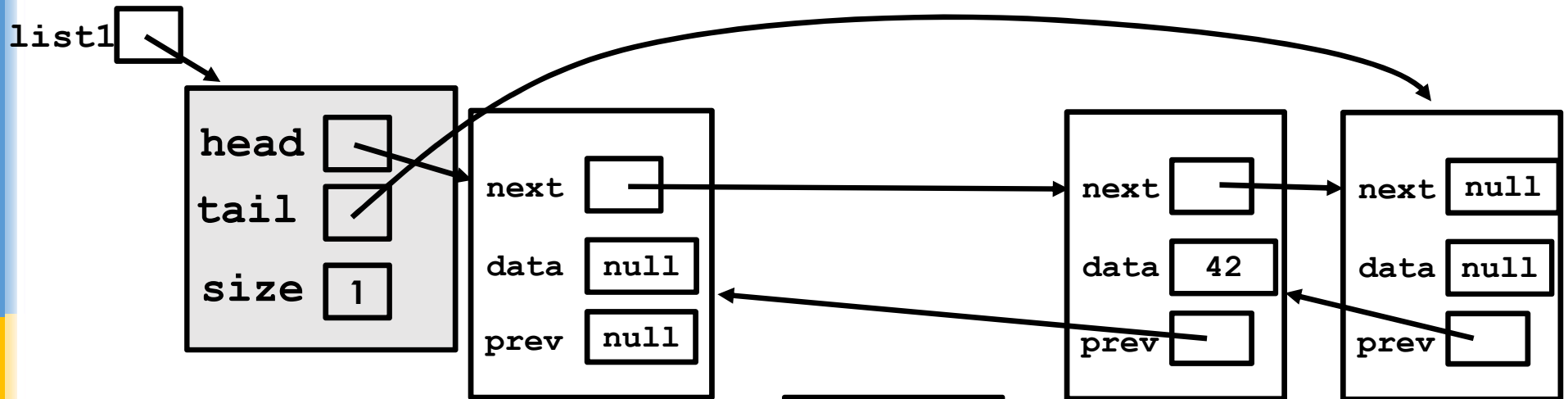
Adding a node





```
list1.addFront(65);
```

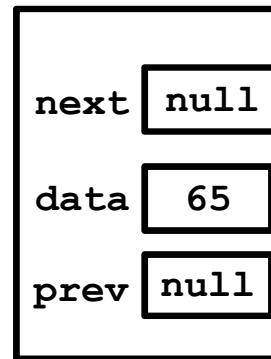


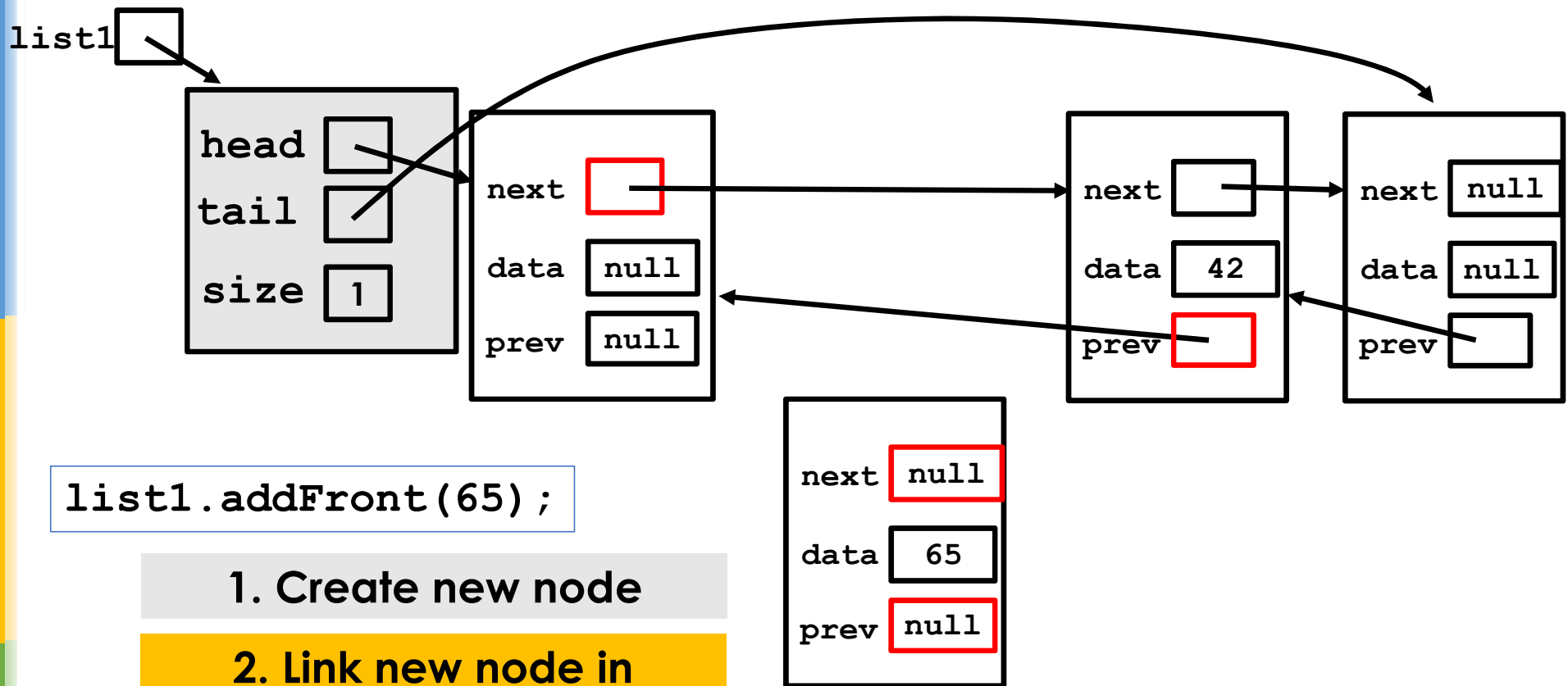


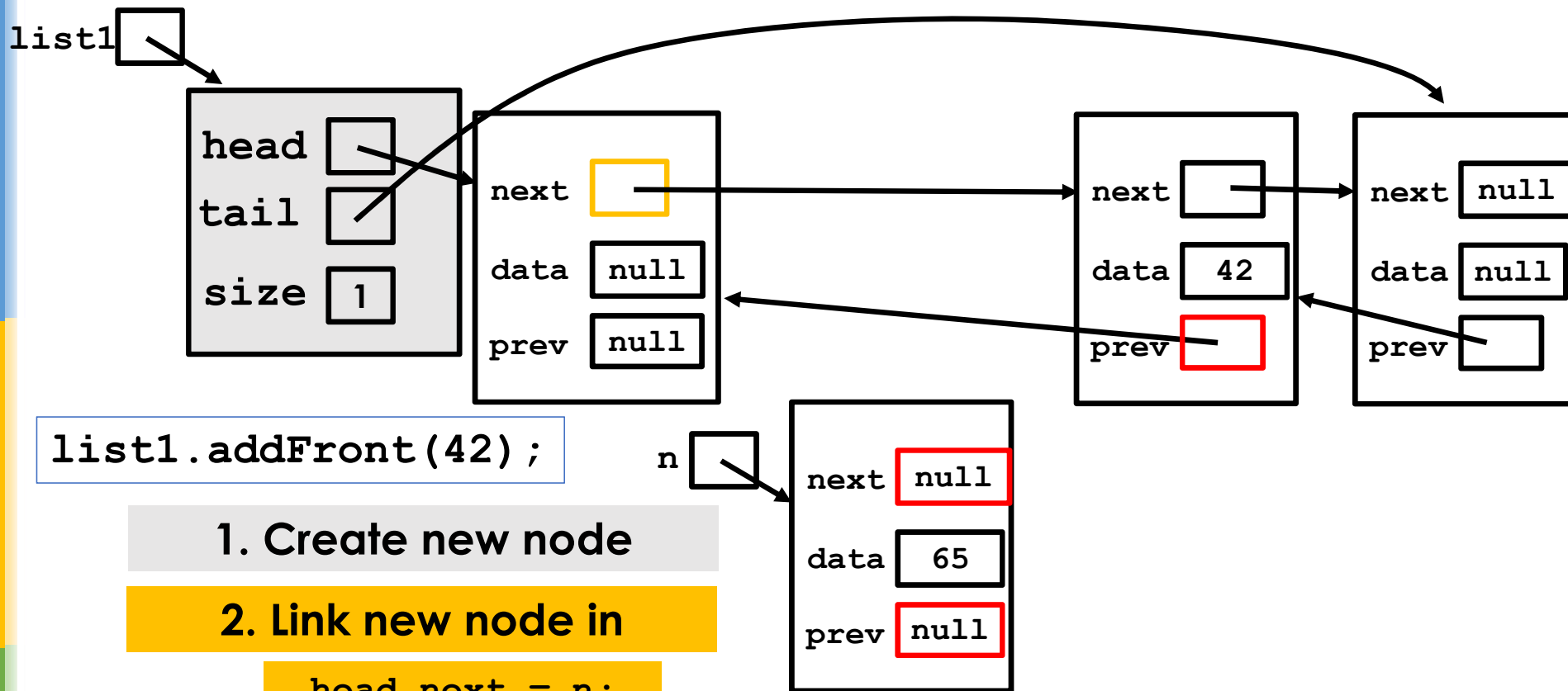
```
list1.addFront(65);
```

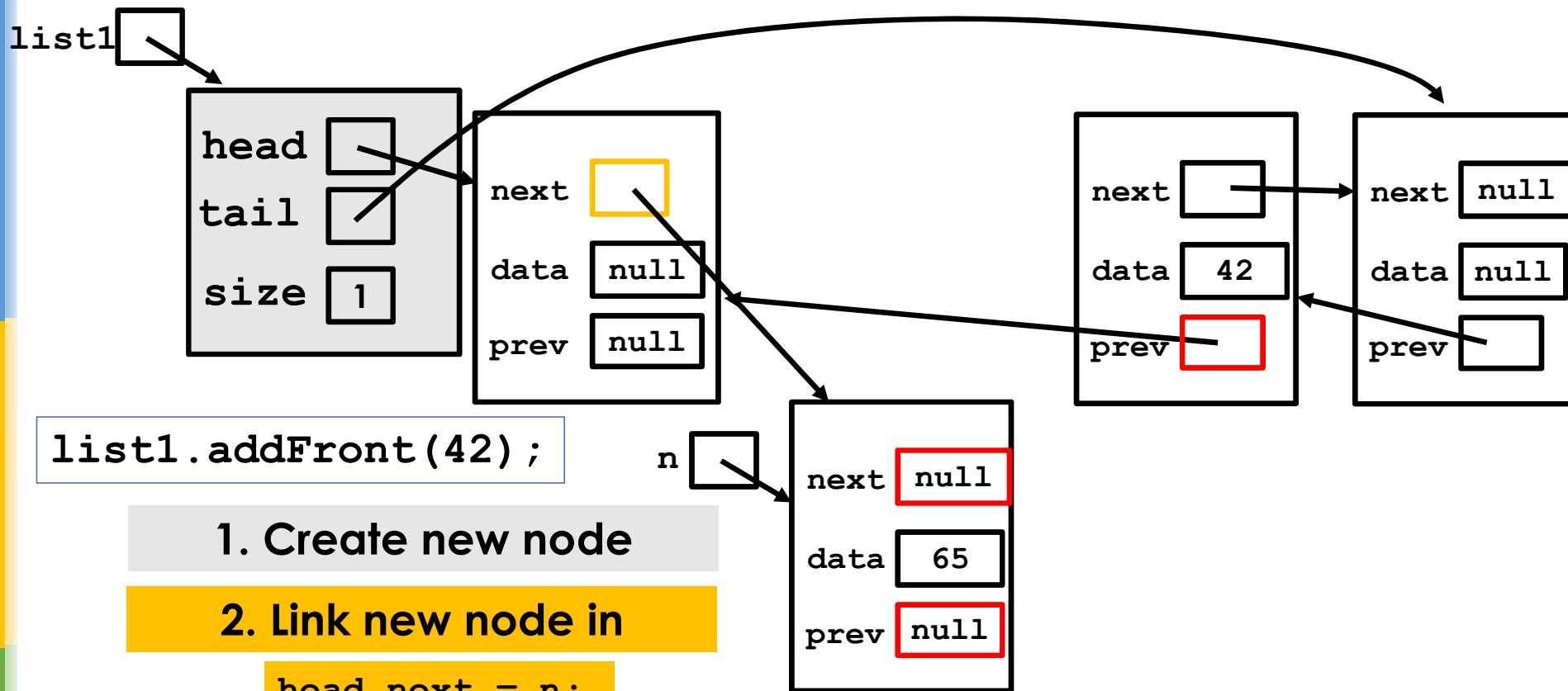
1. Create new node

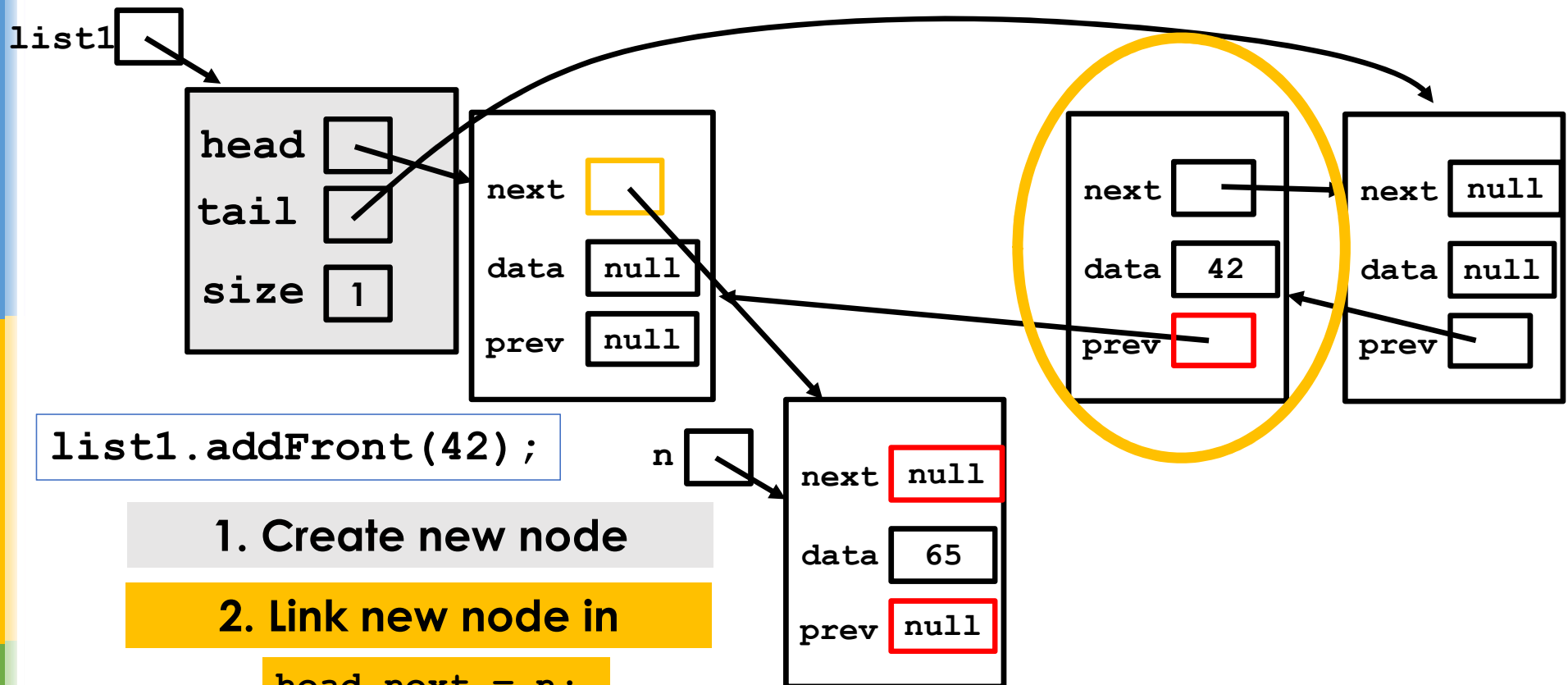
2. Link new node in











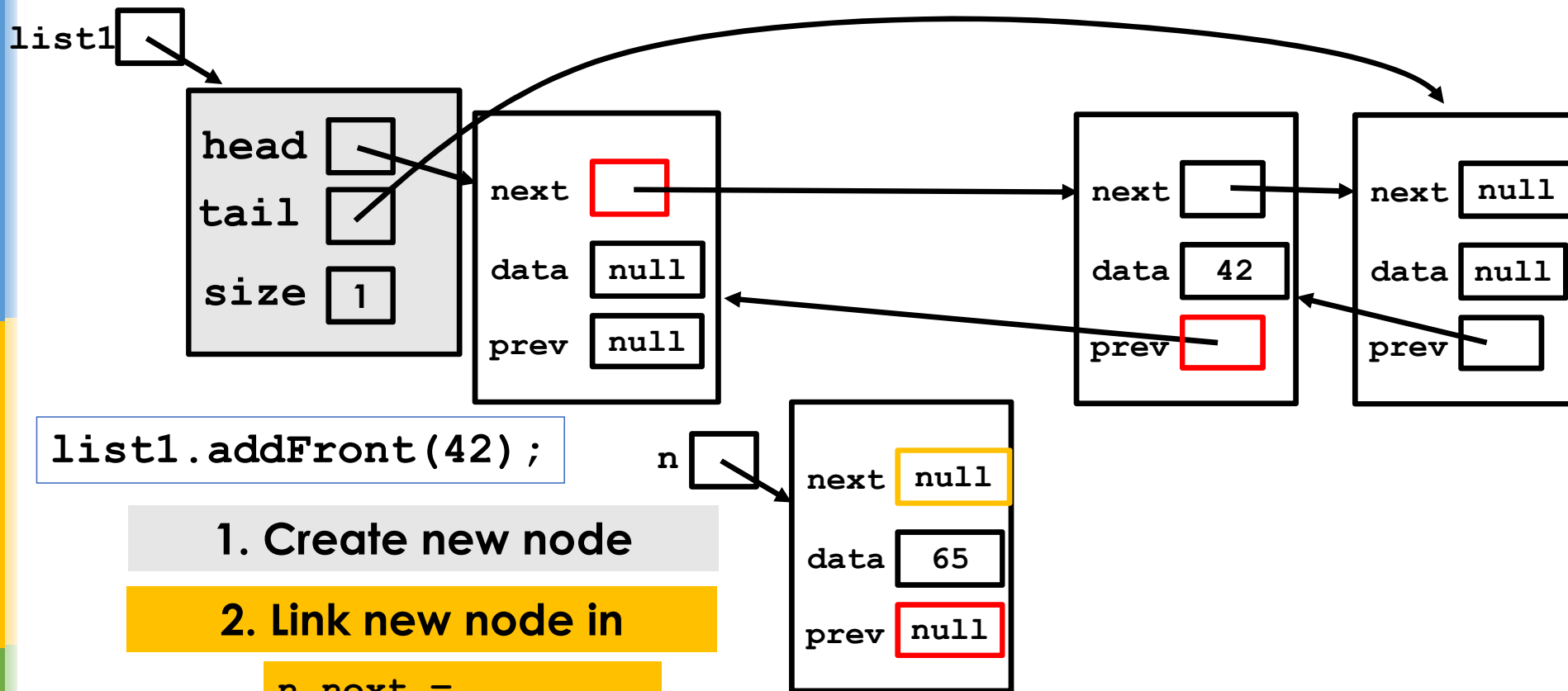
```
list1.addFront(42);
```

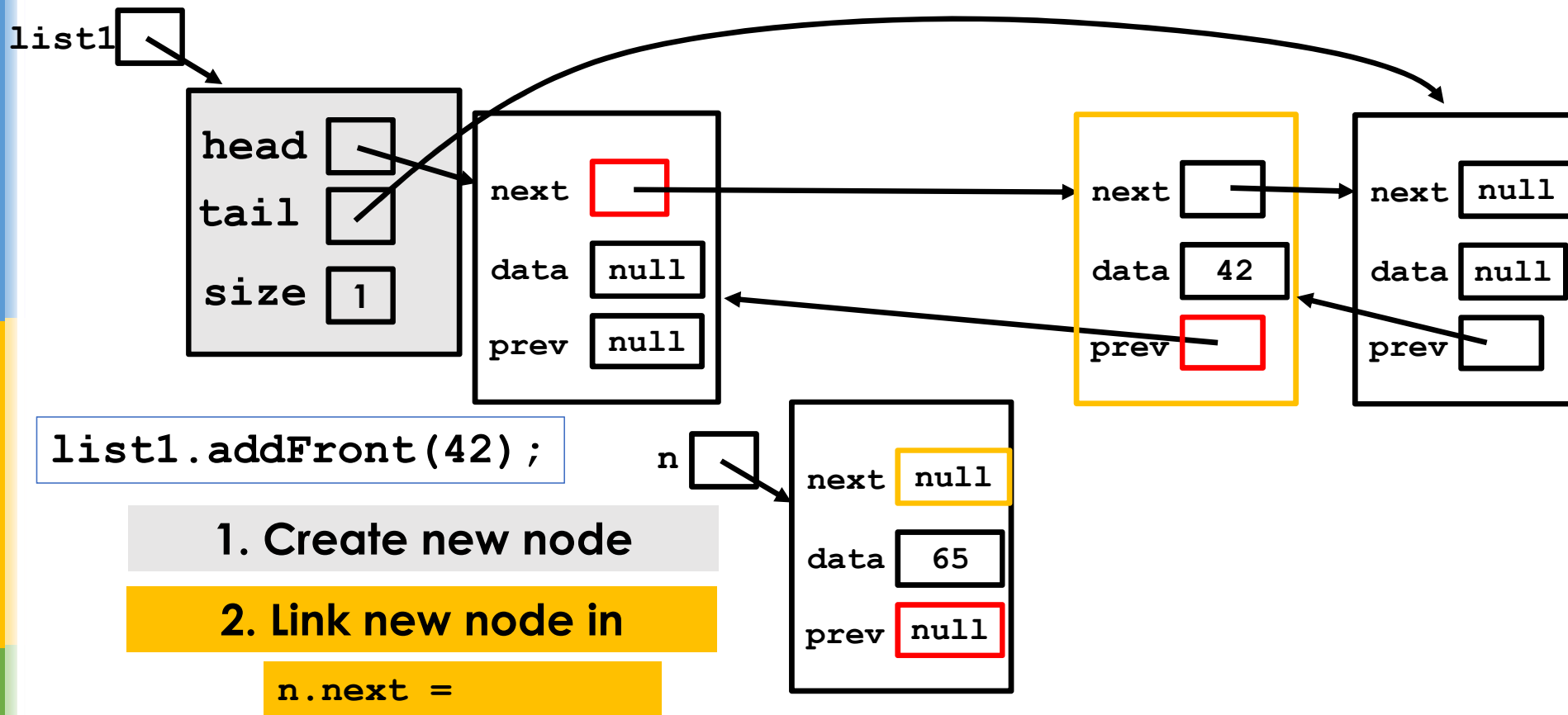
1. Create new node

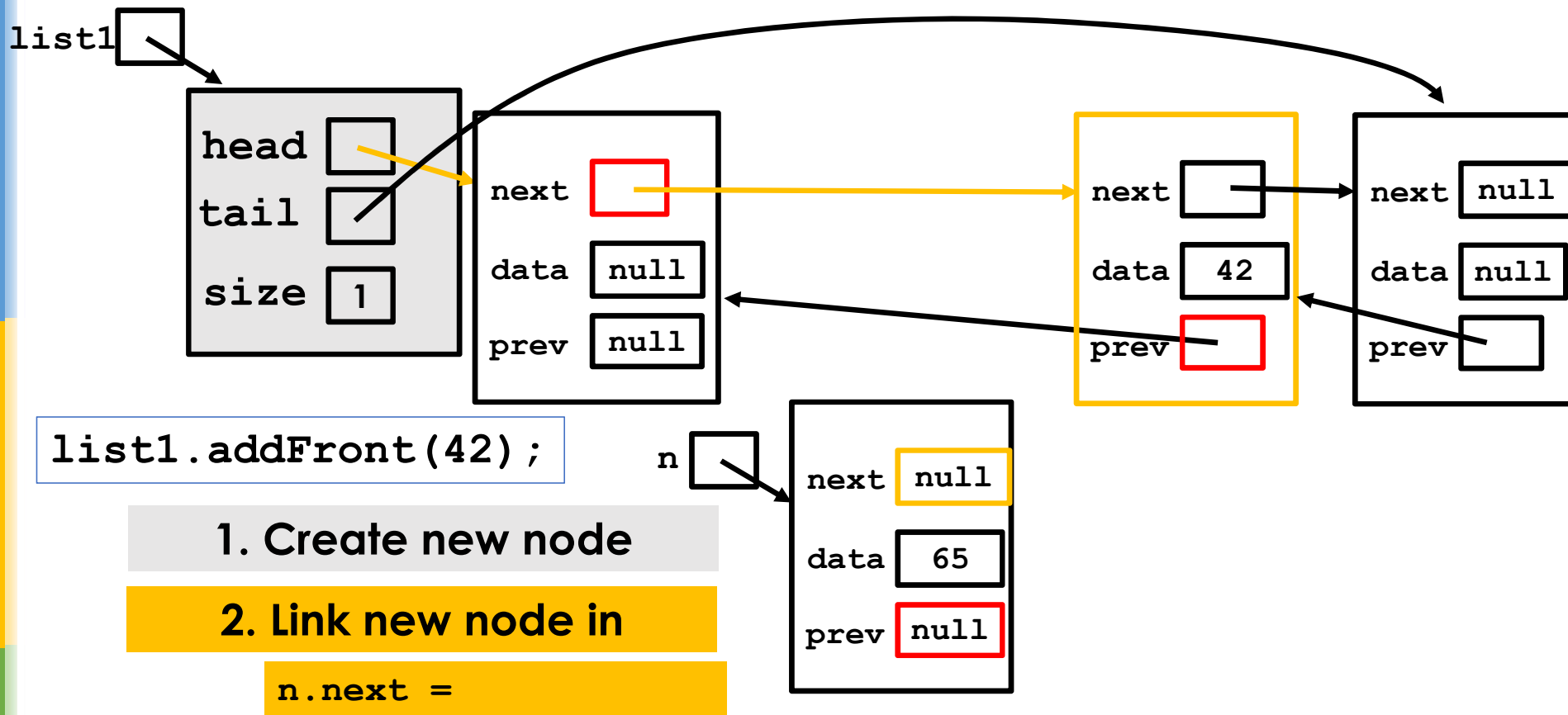
2. Link new node in

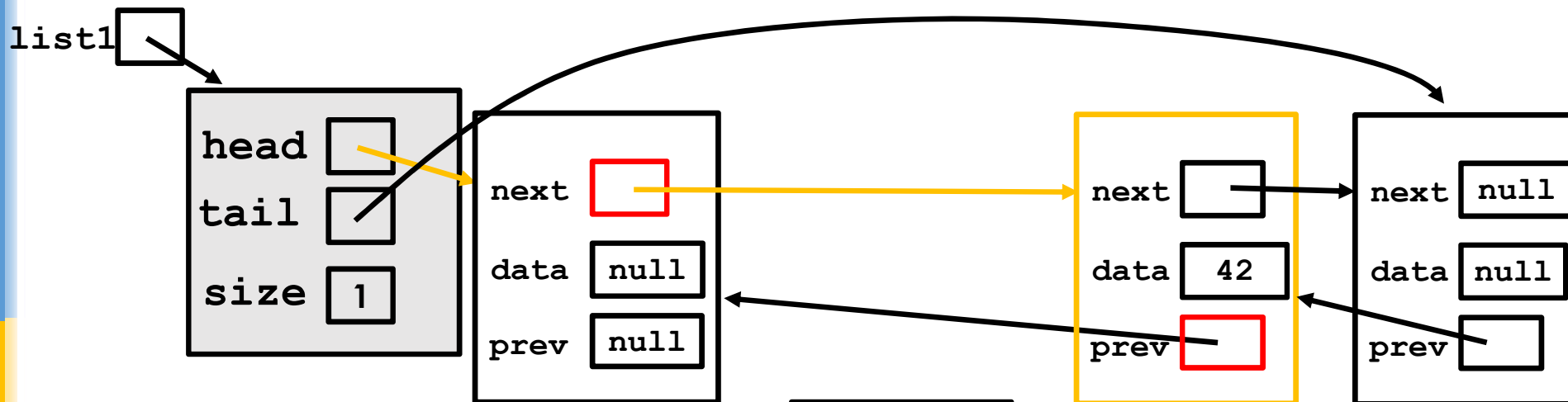
```
head.next = n;  
n.next = ???
```

Order matters!!







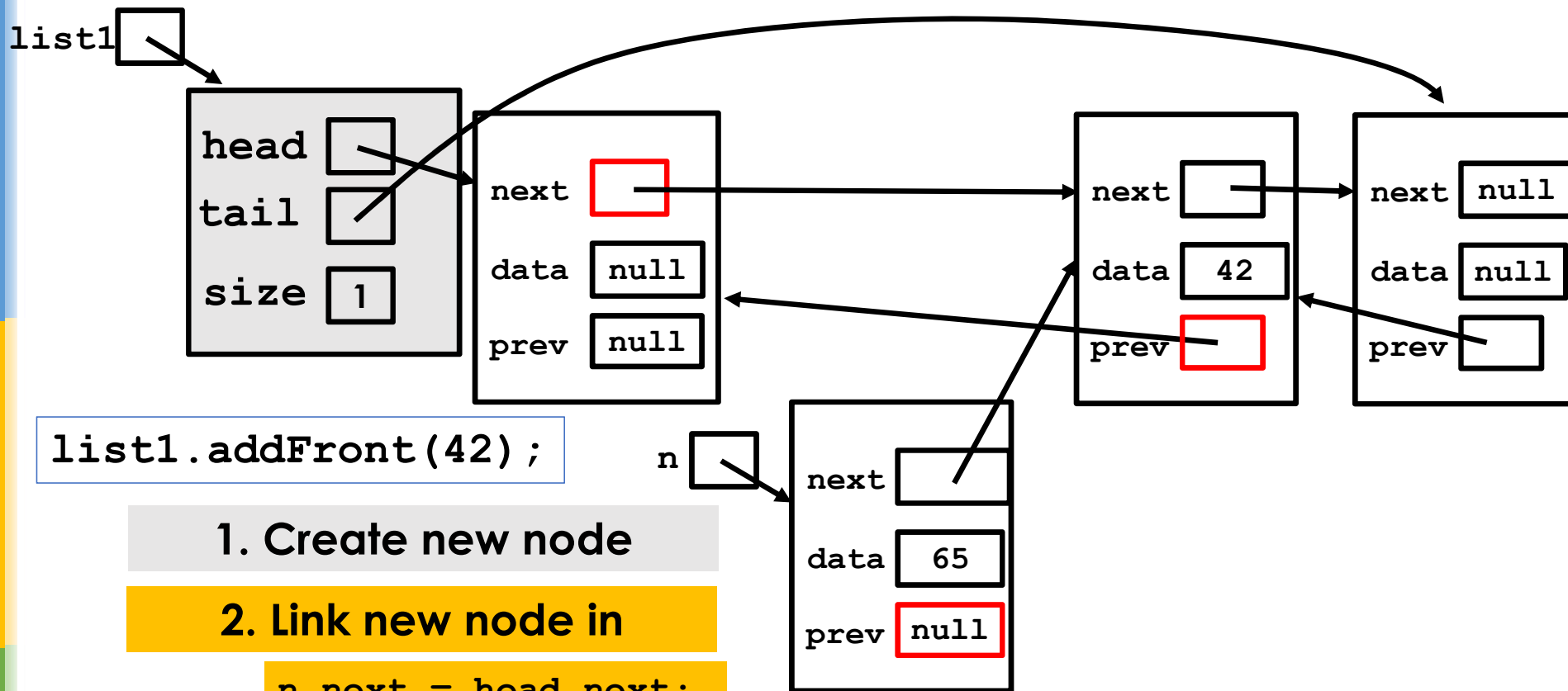


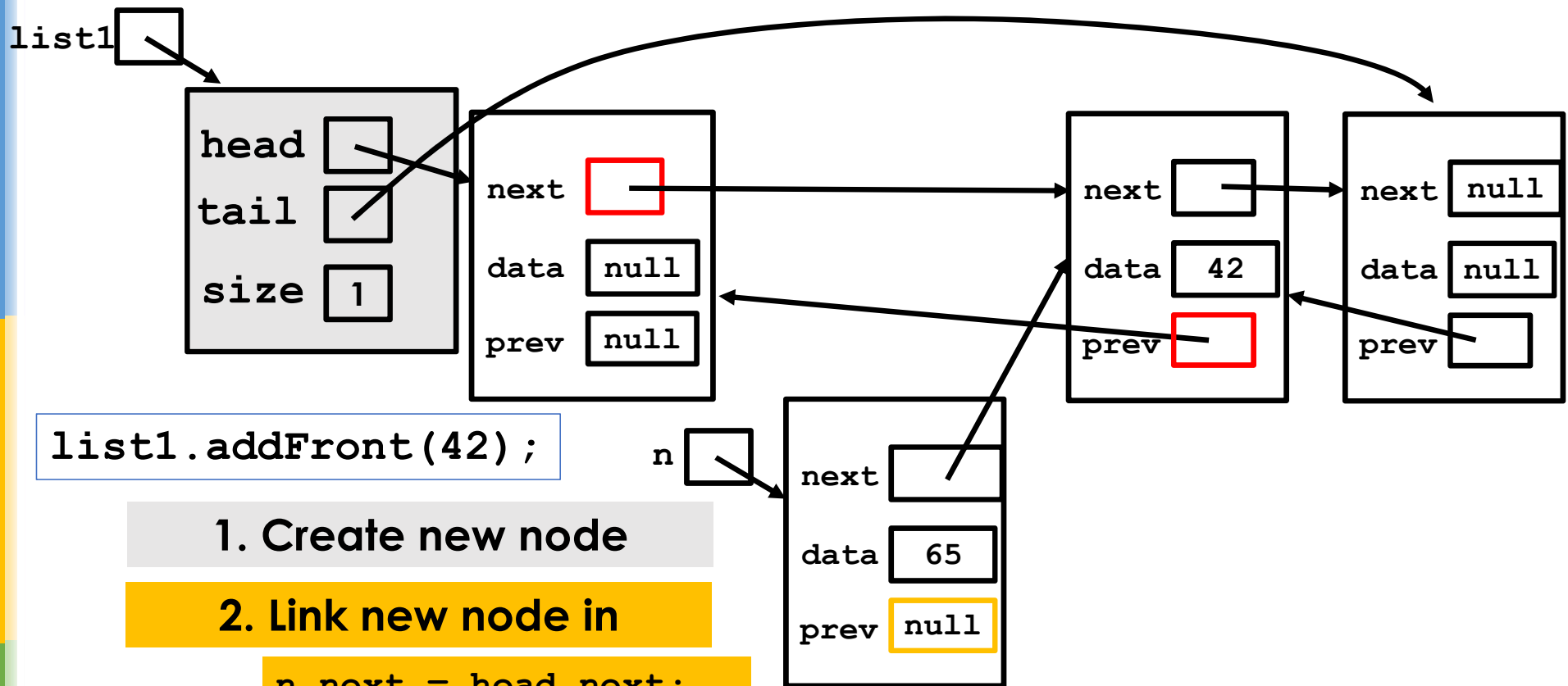
```
list1.addFront(42);
```

1. Create new node

2. Link new node in

```
n.next = head.next;
```

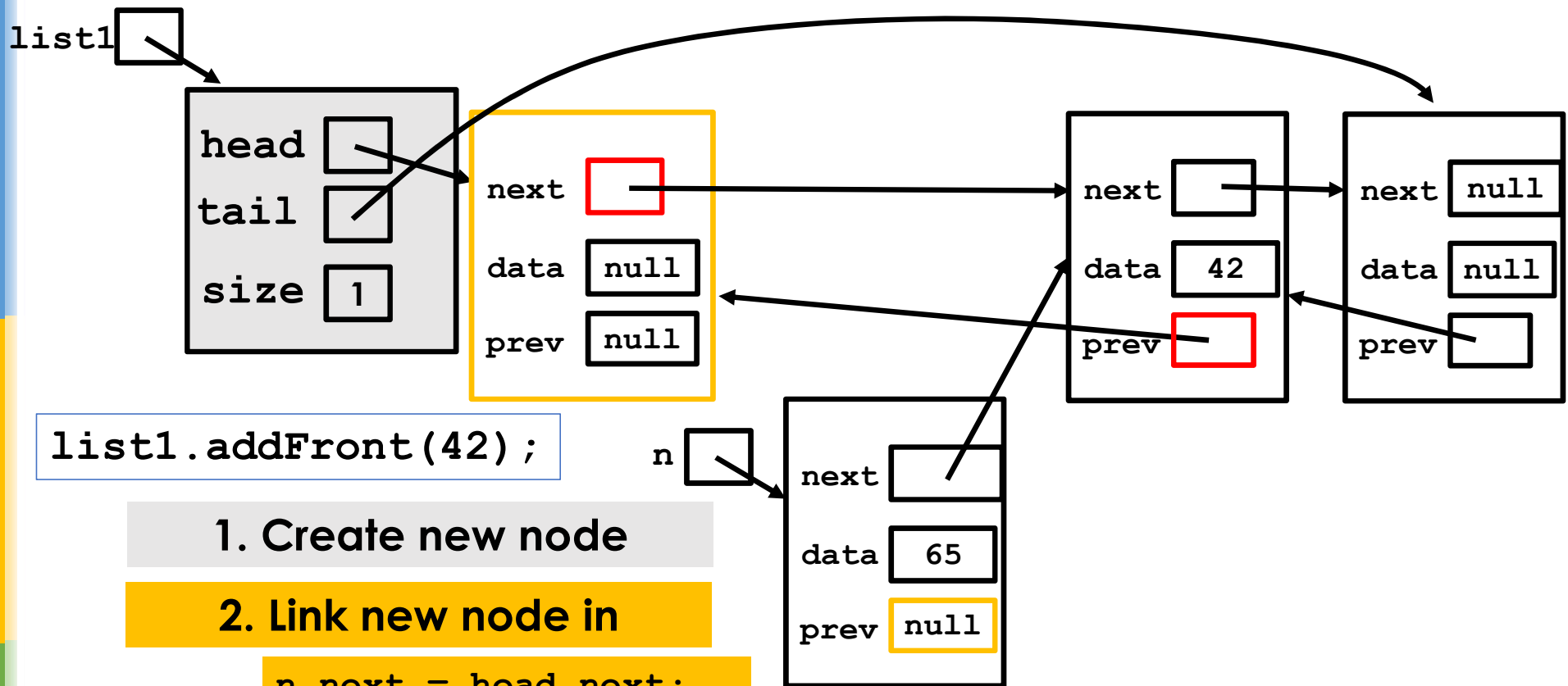


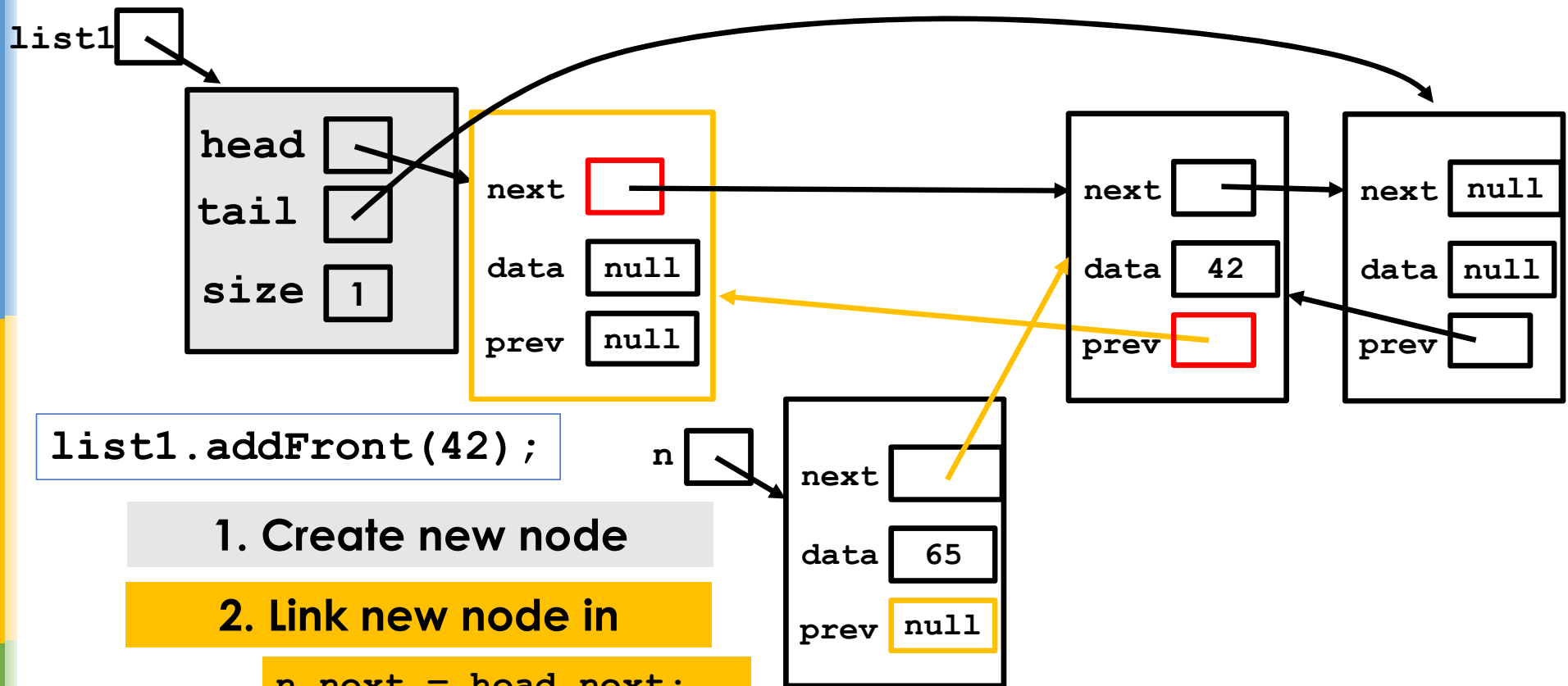


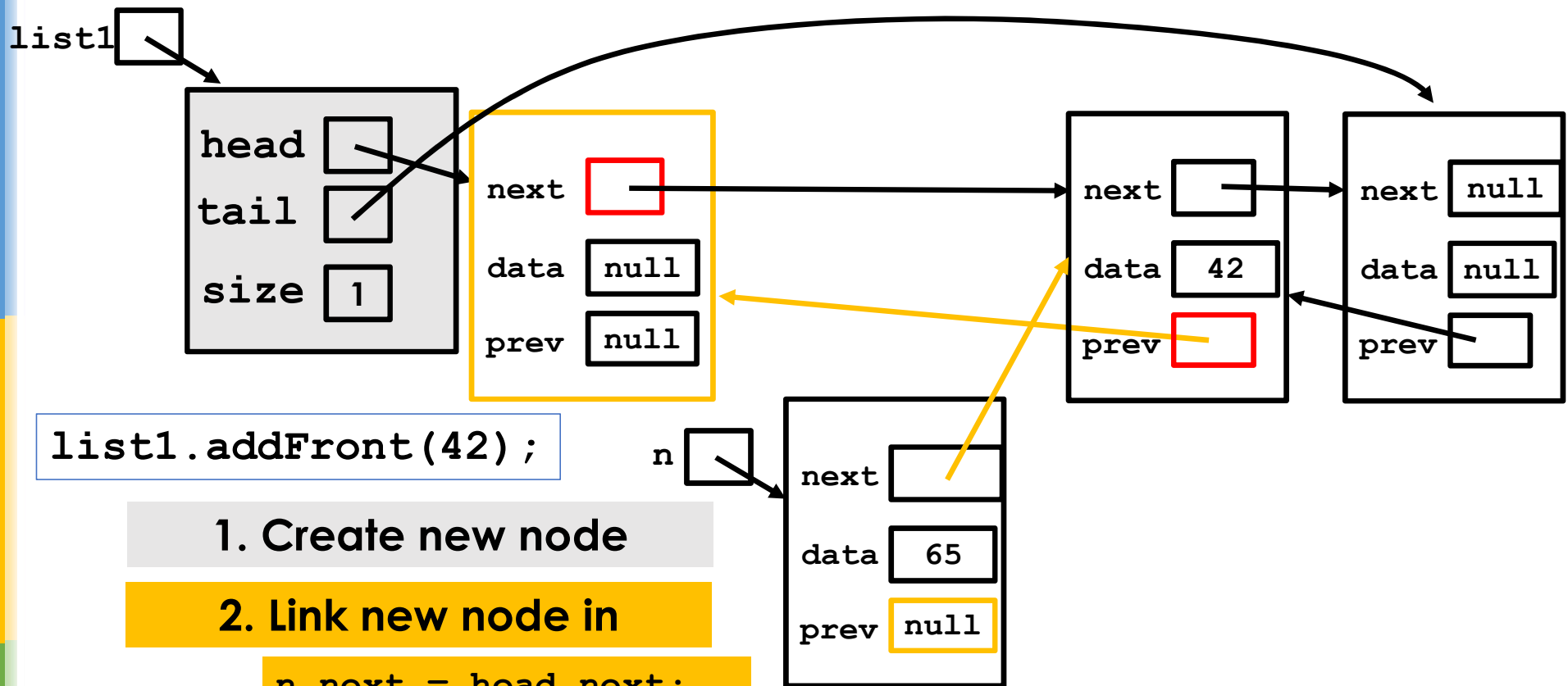
1. Create new node

2. Link new node in

```
n.next = head.next;  
n.prev =
```





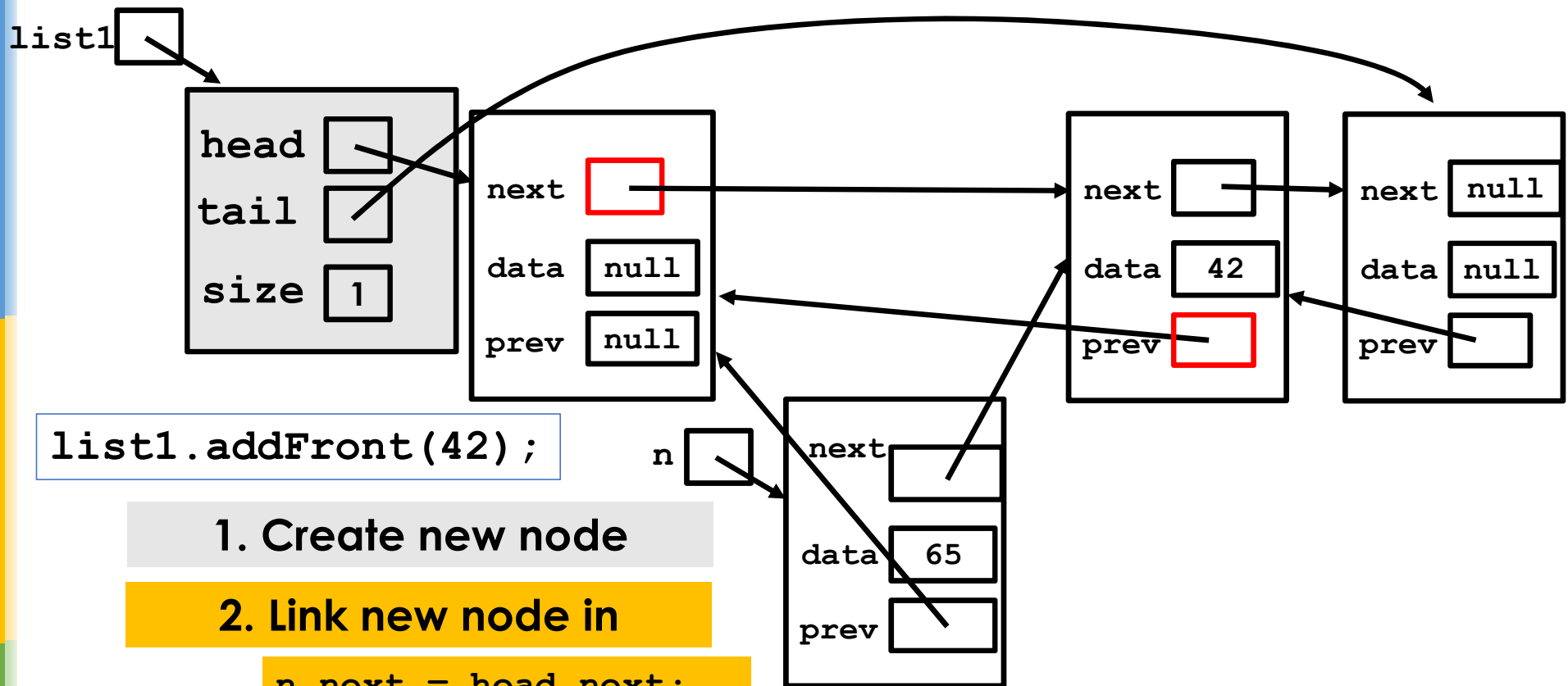


```
list1.addFront(42);
```

1. Create new node

2. Link new node in

```
n.next = head.next;  
n.prev = n.next.prev;
```

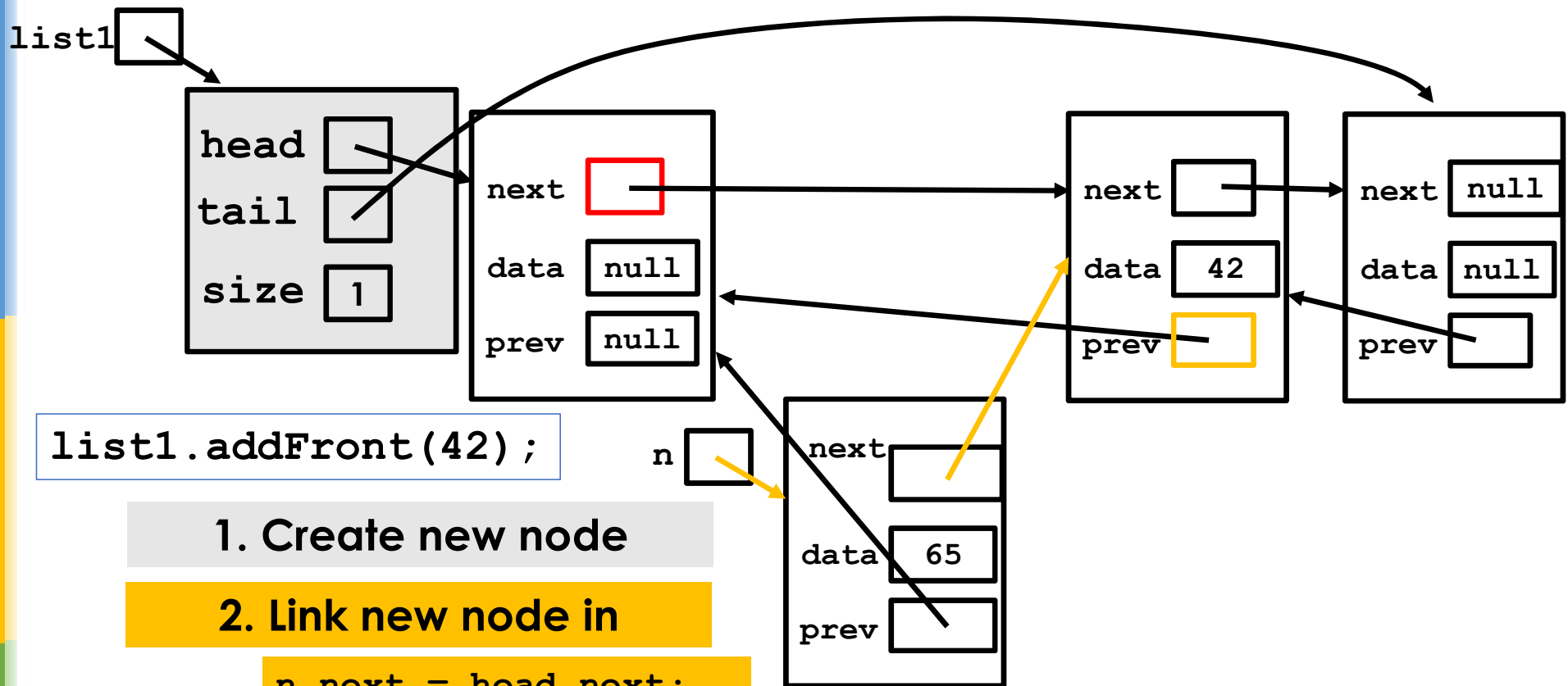


```
list1.addFront(42);
```

1. Create new node

2. Link new node in

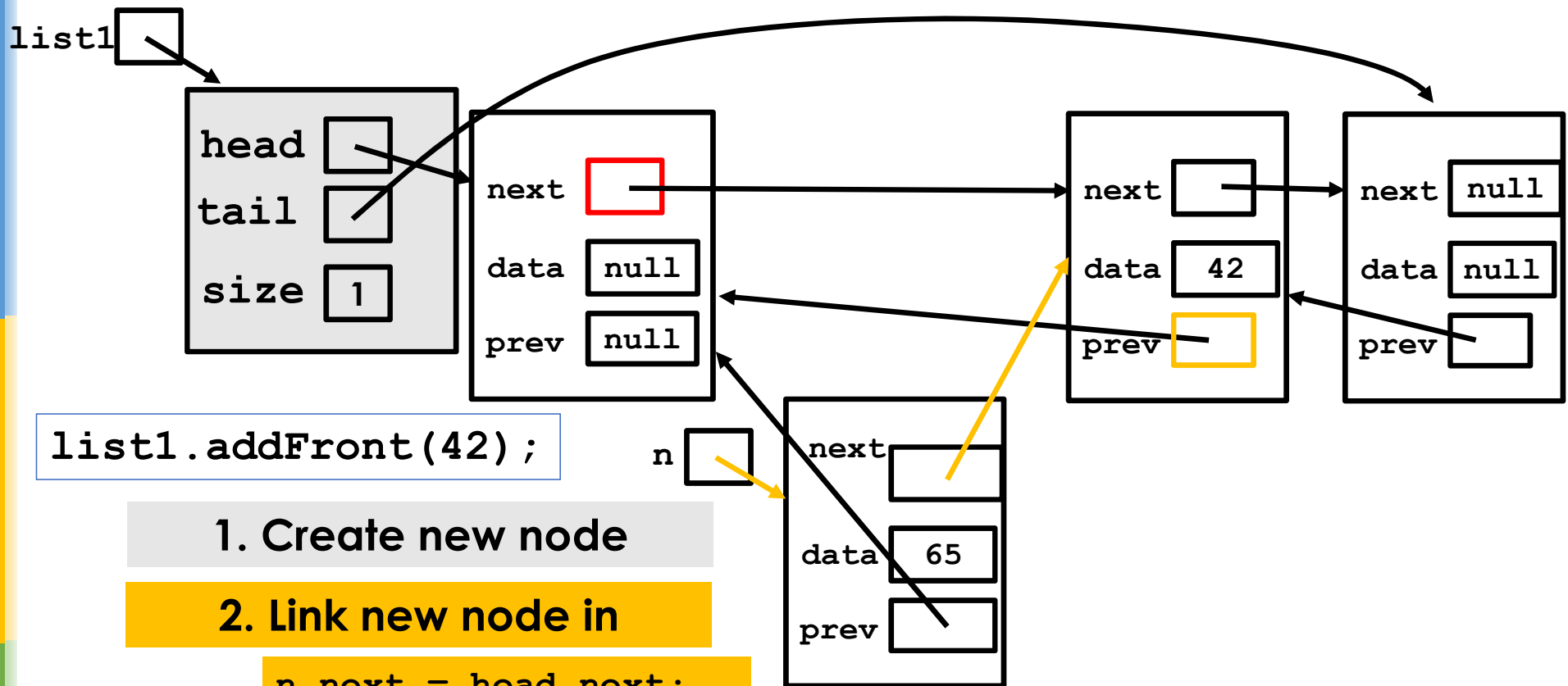
```
n.next = head.next;  
n.prev = n.next.prev;
```

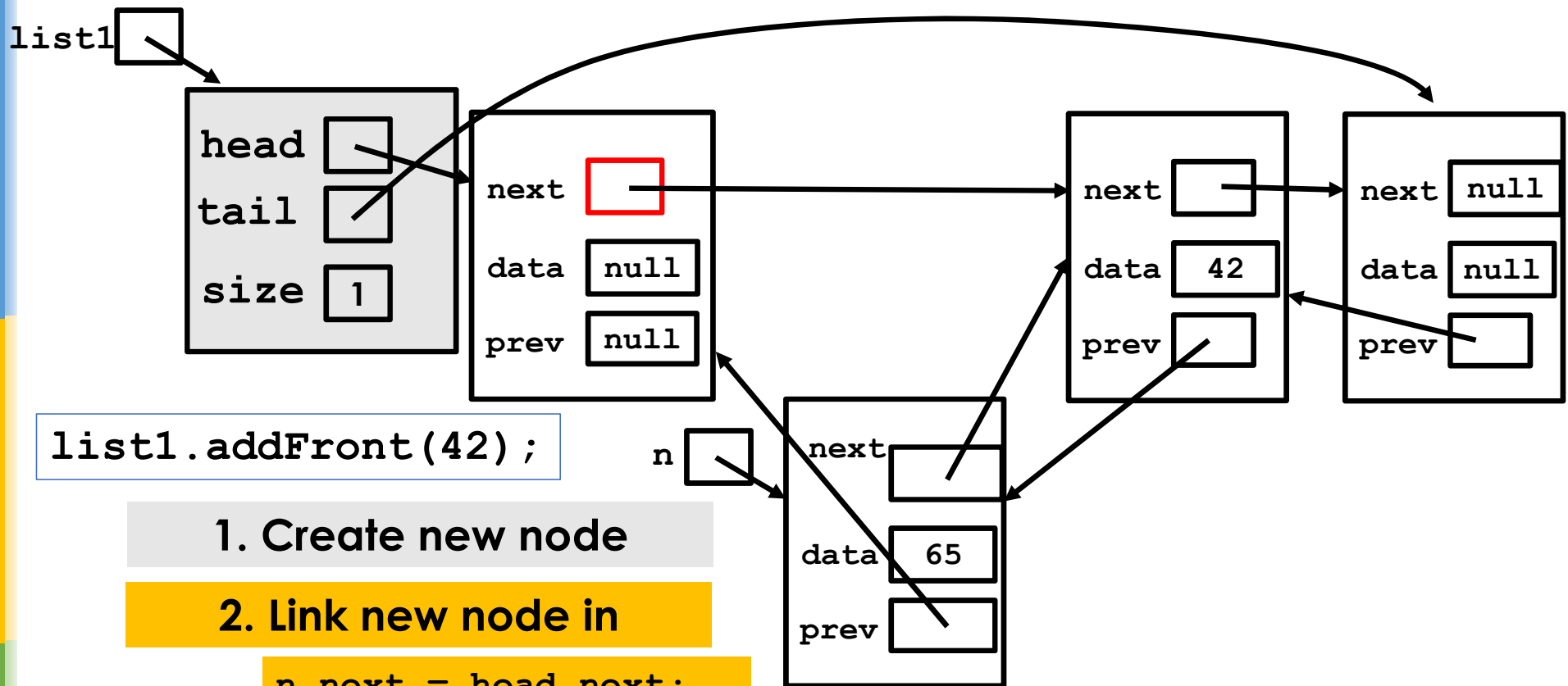


1. Create new node

2. Link new node in

```
n.next = head.next;  
n.prev = n.next.prev;
```

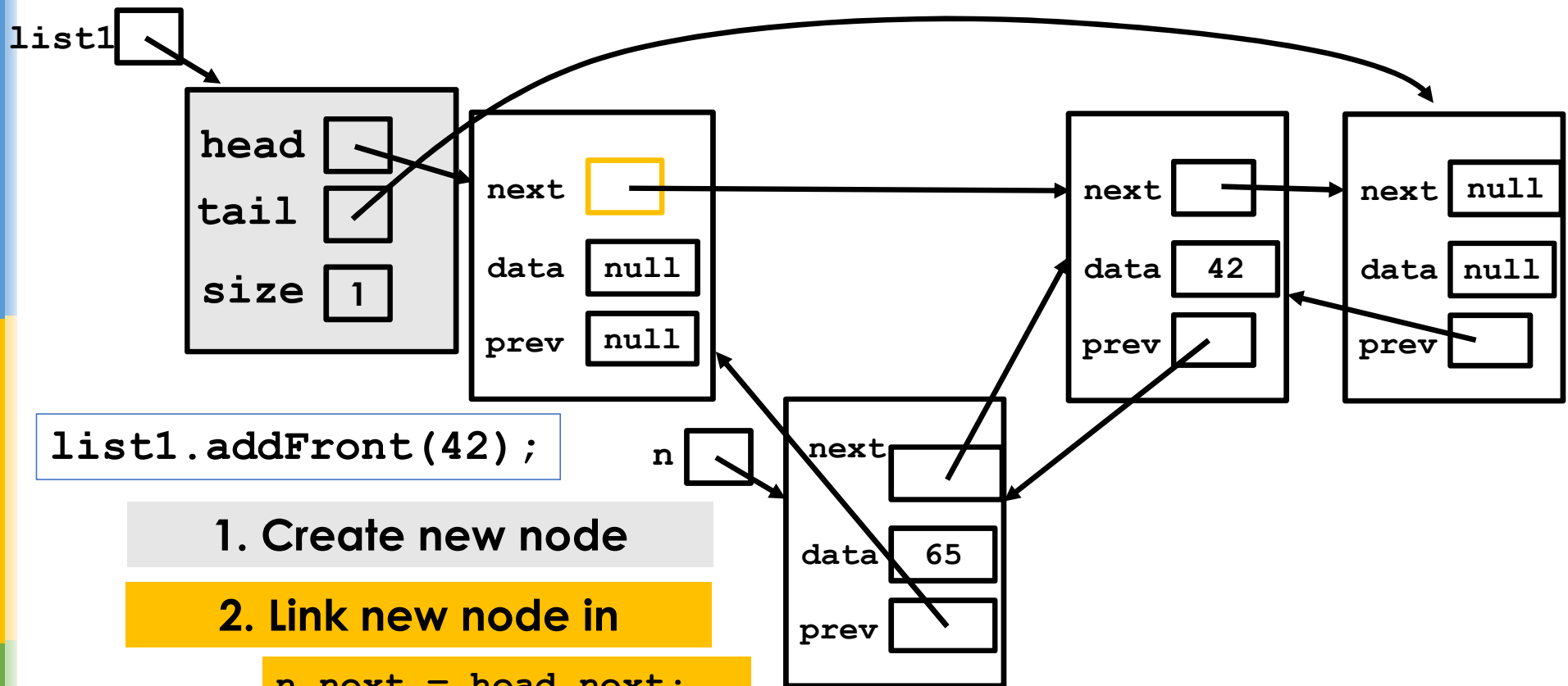




1. Create new node

2. Link new node in

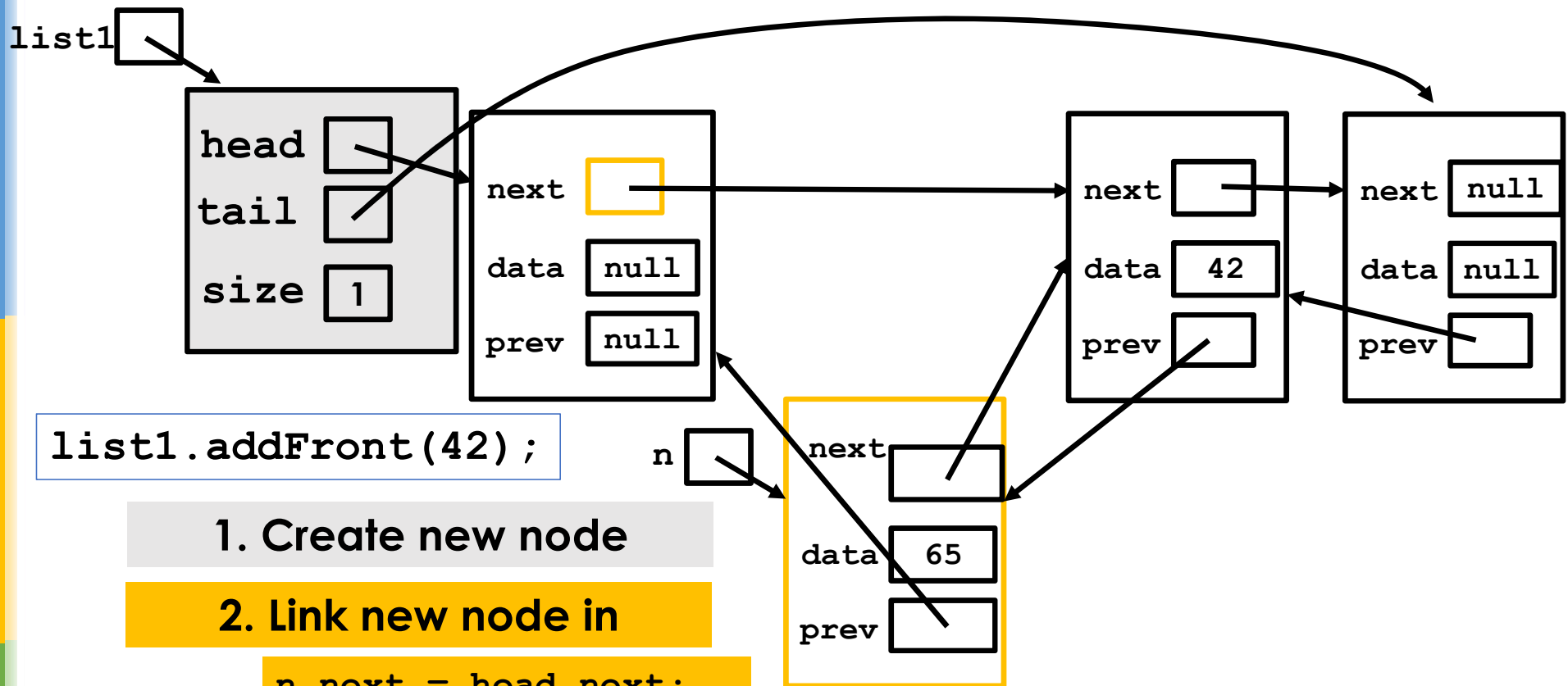
```
n.next = head.next;  
n.prev = n.next.prev;  
n.next.prev = n;
```

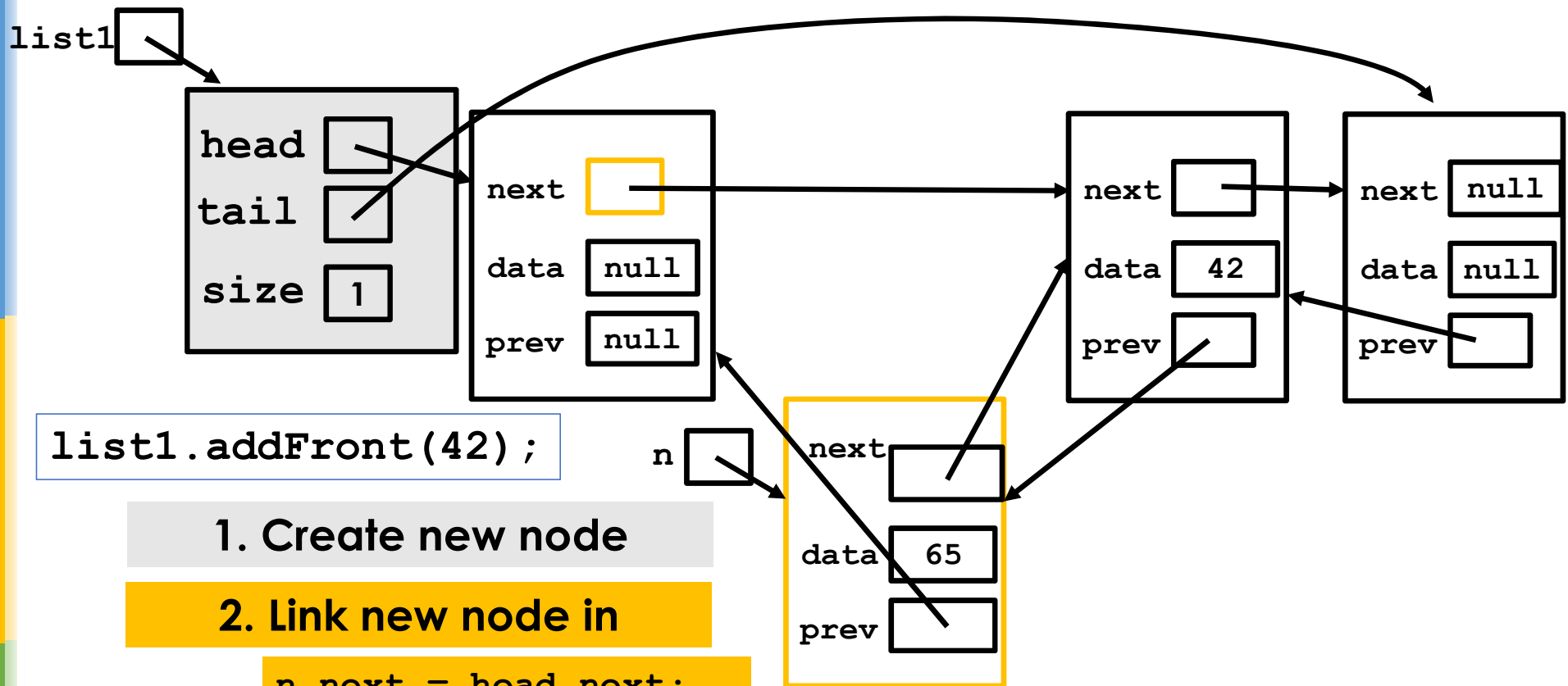



1. Create new node

2. Link new node in

```
n.next = head.next;  
n.prev = n.next.prev;  
n.next.prev = n;  
head.next =
```

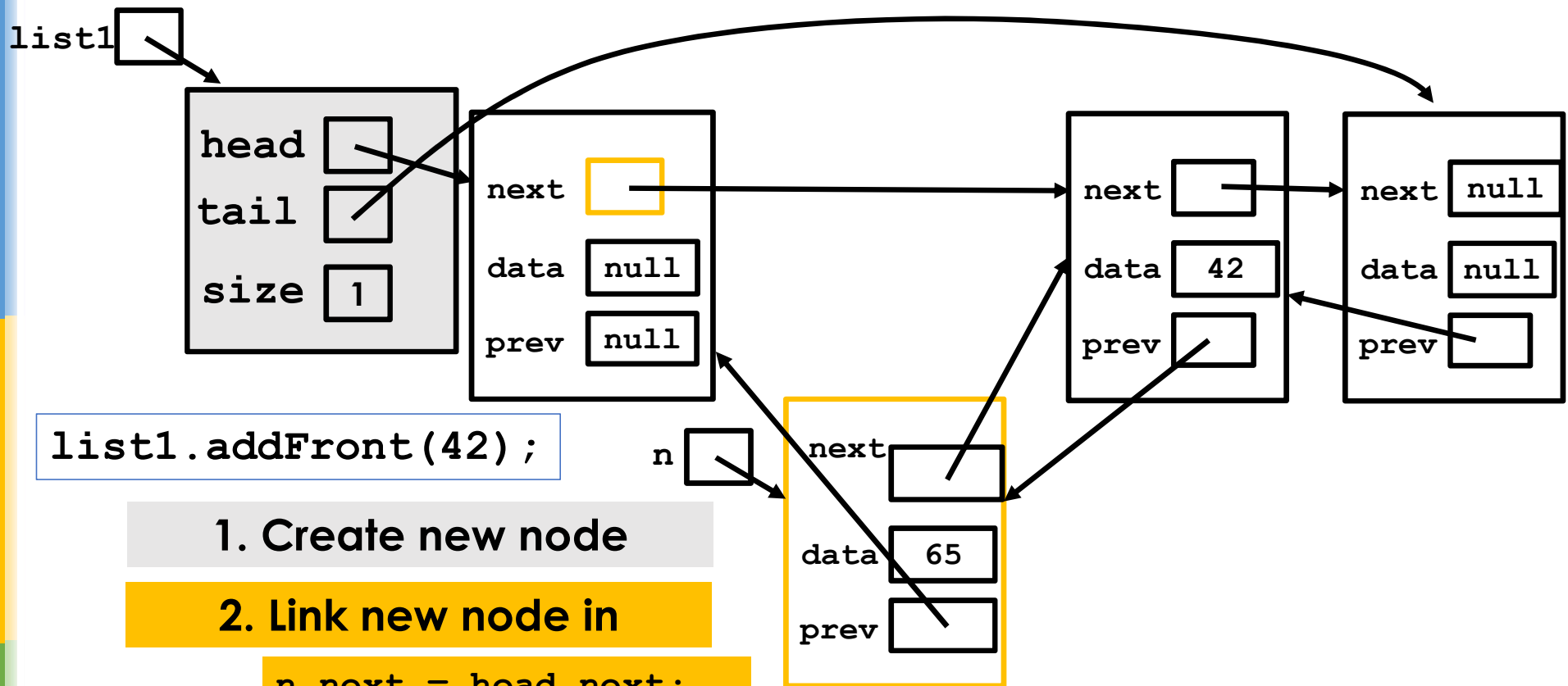


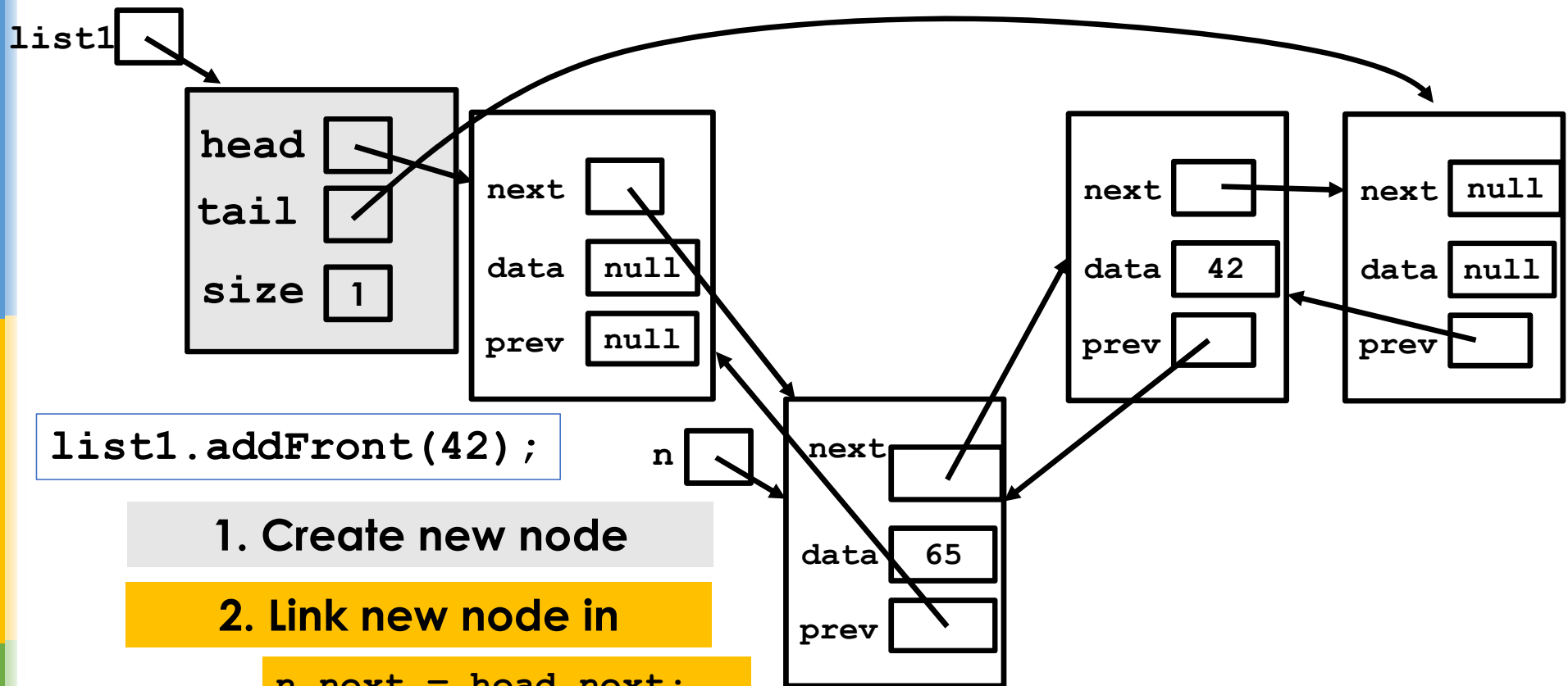


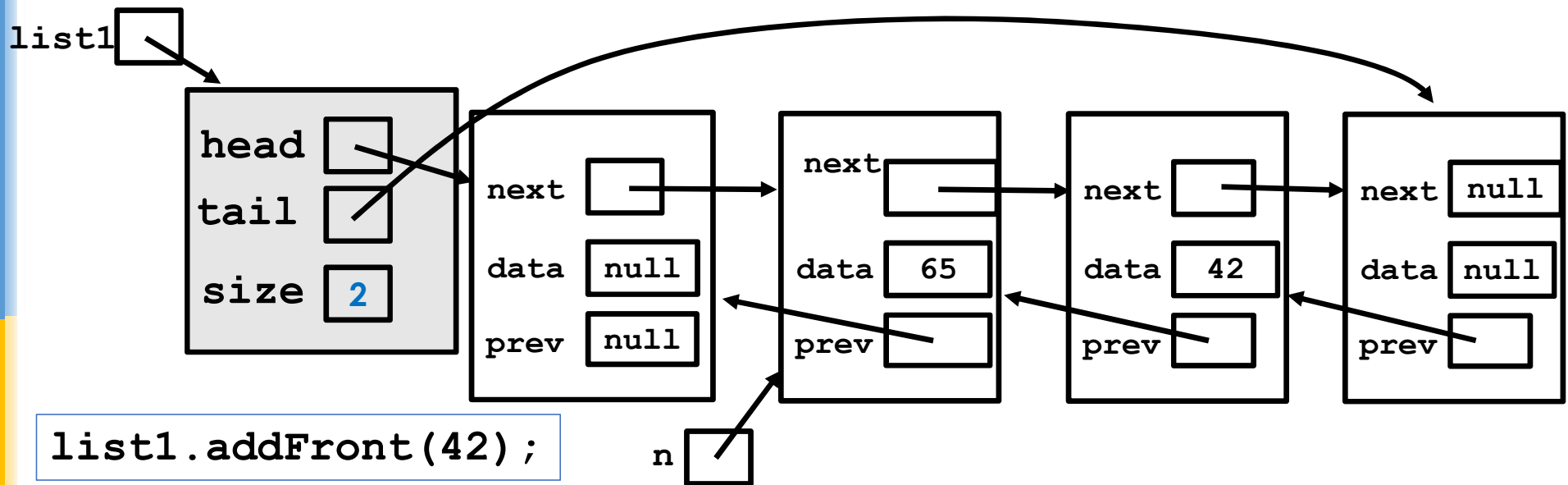
1. Create new node

2. Link new node in

```
n.next = head.next;  
n.prev = n.next.prev;  
n.next.prev = n;  
head.next = n;
```







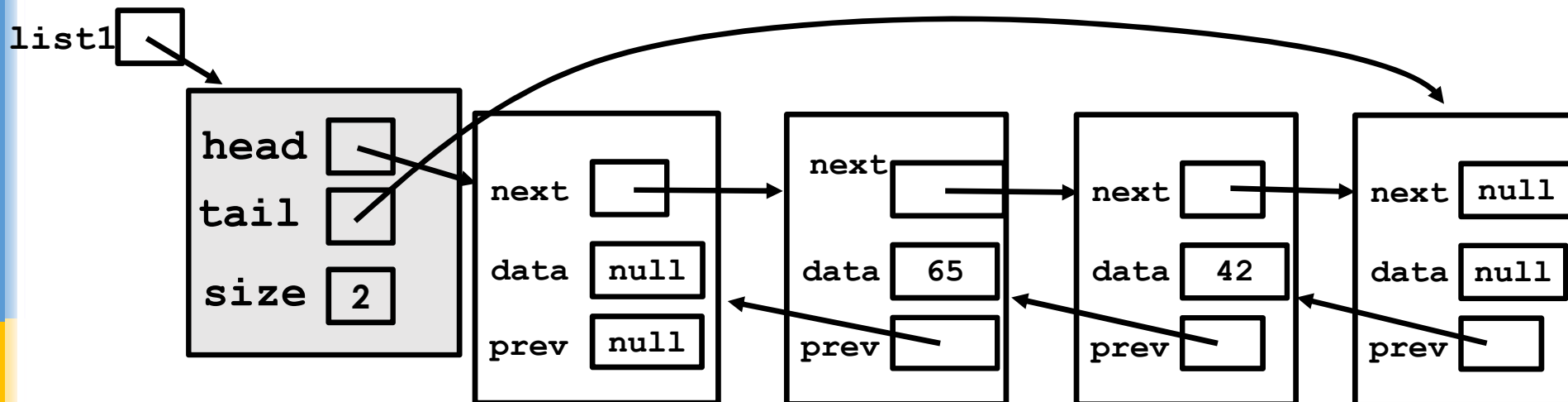
```
list1.addFront(42);
```

1. Create new node

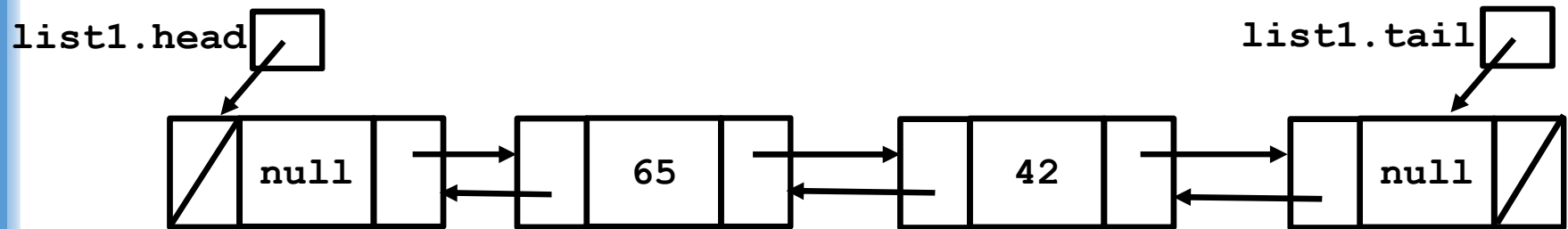
2. Link new node in

```
n.next = head.next;  
n.prev = n.next.prev;  
n.next.prev = n;  
head.next = n;
```

3. Update Size



DRAW PICTURES!!!
(You will probably get it wrong if you don't)



DRAW PICTURES!!!
(You will probably get it wrong if you don't)