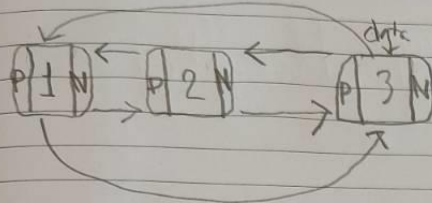


SwapNode



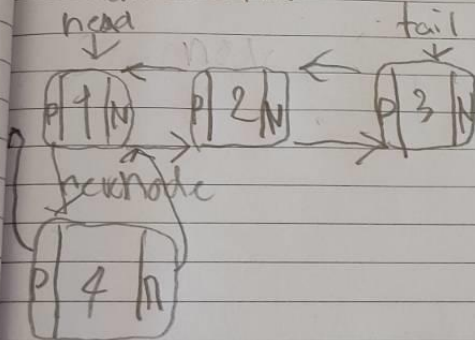
Pseudocode

```

Let tmpdata = nodeA.data
NodeA.data = NodeB.data
NodeB.data = tmpdata

```

addNodeFirst



Pseudocode

```

Const newNode = node
Const Current = tris.head
IF (!Current) {
    newNode = Current
} else {
    newNode.Next = Current
    Current.Prev = newNode
    head = newNode
}

```

get(index)

Pseudocode

```

Let curr = tris.head
Let count = 0
While (count) {
    if (count == index)
        return curr.data
}

```

}