genericLL(void) – [Test\_constructor]

|  |  |
| --- | --- |
| Input: N/A  State: N/A | Output: N/A  State:  Head = null  Curr = null  Prev = null |

getCurr(void) – [Test\_getCurr\_length1\_curr10]

|  |  |
| --- | --- |
| Input: N/A  State:  [10]  Head = 10  Curr = 10  Prev = null | Output: 10  State:  State does not change. |

getCurr(void) – [Test\_getCurr\_length3\_curr3]

|  |  |
| --- | --- |
| Input: N/A  State:  [1] [2] [3]  Head = 1  Curr = 3  Prev = 2 | Output: 3  State:  State does not change. |

setCurr(T) – [TestName]

|  |  |
| --- | --- |
| Input: aData = 3  State:  []  Head = null  Curr = null  Prev = null | Output: N/A  State:  [3]  Head = 3  Curr = 3  Prev = null |

goToNext(void) – [TestName]

|  |  |
| --- | --- |
| Input:  State: | Output:  State: |

resetCurr(void) – [TestName]

|  |  |
| --- | --- |
| Input:  State: | Output:  State: |

insert(void) – [TestName]

|  |  |
| --- | --- |
| Input:  State: | Output:  State: |

deleteCurr(void) – [TestName]

|  |  |
| --- | --- |
| Input:  State: | Output:  State: |

deleteCurr() – [TestName]

|  |  |
| --- | --- |
| Input:  State: | Output:  State: |

print(void) – [TestName]

|  |  |
| --- | --- |
| Input:  State: | Output:  State: |

isContained(T) – [TestName]

|  |  |
| --- | --- |
| Input:  State: | Output:  State: |

goToNodeWithData(T) – [TestName]

|  |  |
| --- | --- |
| Input:  State: | Output:  State: |

length(void) – [TestName]

|  |  |
| --- | --- |
| Input:  State: | Output:  State: |

goToTail(BoardPosition, char) – [TestName]

|  |  |
| --- | --- |
| Input:  State: | Output:  State: |