

```
1 public class Node {  
2     public Invoc invoc;                      // method name and args  
3     public Consensus<Node> decideNext; // decide next Node in list  
4     public Node next;                      // the next node  
5     public int seq;                        // sequence number  
6     public Node(Invoc invoc) {  
7         invoc = invoc;  
8         decideNext = new Consensus<Node>()  
9         seq = 0;  
10    }  
11    public static Node max(Node[] array) {  
12        Node max = array[0];  
13        for (int i = 1; i < array.length; i++)  
14            if (max.seq < array[i].seq)  
15                max = array[i];  
16        return max;  
17    }  
18}
```

FIGURE 6.3 The Node class.