

```

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.