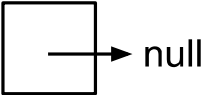
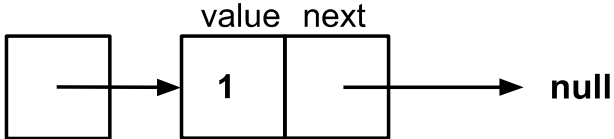
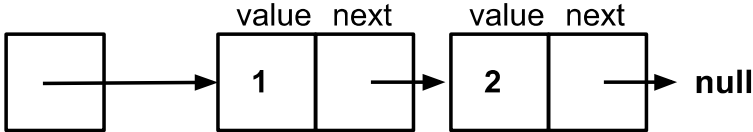
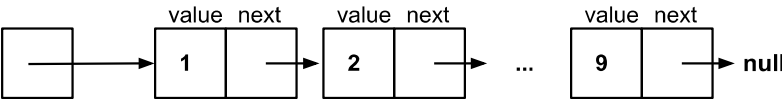
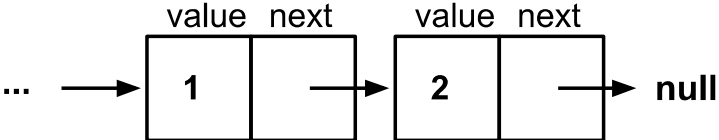
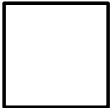
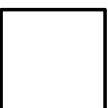


Instr: For each size, A: modify the diagram, B: write code that makes modifications

Size	A. addAtEnd(int value)	B. code to modify list
0	<div>head </div>	<pre>if (_____) { }</pre>
1	<div>head </div>	<pre>if (_____) { }</pre>
2	<div>head </div>	<pre>if (_____) { }</pre>
n	<div><div>head </div><div></div><div>trailer  current </div></div>	<pre>//consider the <u>current</u> + <u>trailer</u> pattern: Node trailer = _____; Node current = _____; while (_____) { trailer=current; current=current.next; } // code below only runs when this // condition is met: _____</pre>

Instr: For each size, A: modify the diagram, B: write code that makes modifications

Size	A. method:_____	B. code to modify list
0	<div>head <div><div></div>→ null</div></div>	<pre>if (_____) { }</pre>
1	<div>head <div><div></div>→ <div><div>value</div><div>next</div></div><div>1</div><div></div>→ null</div></div>	<pre>if (_____) { }</pre>
2	<div>head <div><div></div>→ <div><div>value</div><div>next</div></div><div>1</div><div></div>→ <div><div>value</div><div>next</div></div><div>2</div><div></div>→ null</div></div>	<pre>if (_____) { }</pre>
n	<div><div>head <div><div></div>→ <div><div>value</div><div>next</div></div><div>1</div><div></div>→ <div><div>value</div><div>next</div></div><div>2</div><div></div>→ ... <div><div>value</div><div>next</div></div><div>9</div><div></div>→ null</div></div></div> <div><div>... → <div><div>value</div><div>next</div></div><div>1</div><div></div>→ <div><div>value</div><div>next</div></div><div>2</div><div></div>→ null</div></div> <div><div>trailer <div><div></div></div> current <div><div></div></div></div></div>	<pre>//consider the current + trailer pattern: Node trailer = _____; Node current = _____; while (_____) { trailer=current; current=current.next; } // code below only runs when this // condition is met: _____</pre>

trailer current

 ``` //consider the current + trailer pattern: Node trailer = _____; Node current = _____; while ( _____ ) {      trailer=current;     current=current.next; } // code below only runs when this // condition is met: _____ ``` |