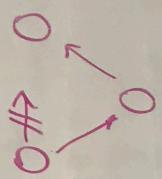


Code

a. `def append_item (self, new-value):`

```
    current = head
    node = Node(new-value)
    while current._next:
        current = current._next
    current._next = node
```



b. `def insert_before (self, value, new-value):`

```
    current = head
    node = Node(new-value)
    while current._next:
        if current._next.value == value:
            node._next = current._next._next
            current._next = node
```

```
if current._next.value == value:
```

```
    node._next = current._next._next
    current._next = node
```

c. `def insert_after (self, value, new-value):`

```
    current = head
    node = Node(new-value)
    while current._next:
        if current._next.value == value:
            current._next = node
            current._next._next = node._next
```

```
current = current._next
```