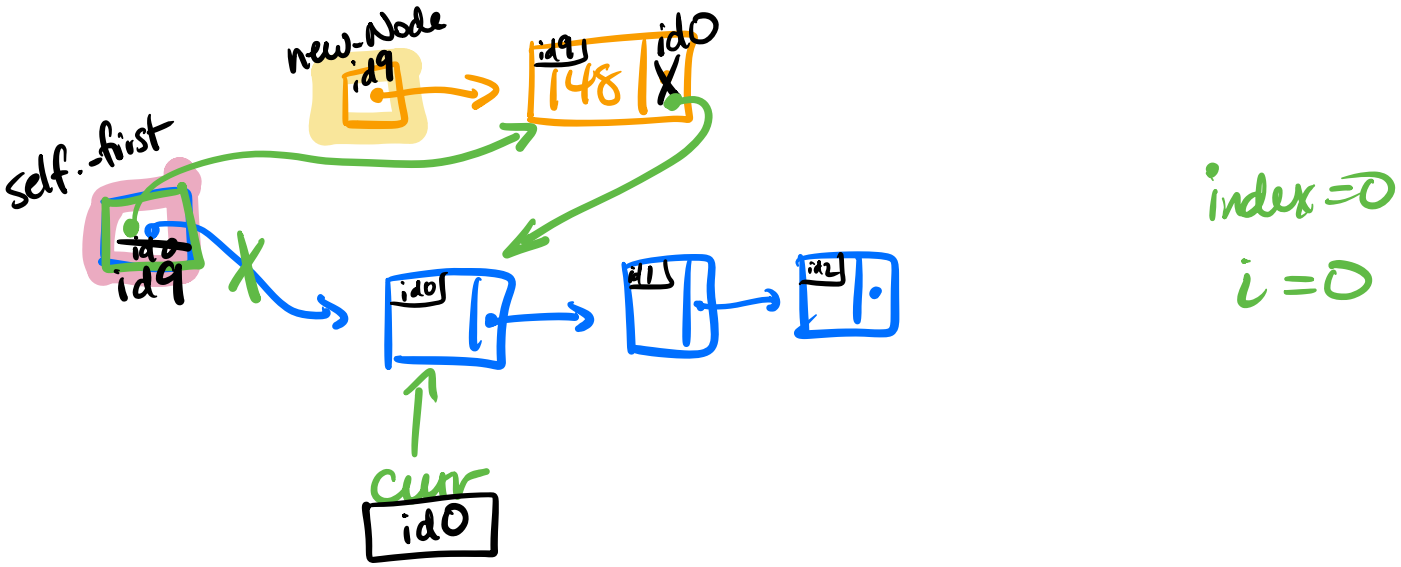
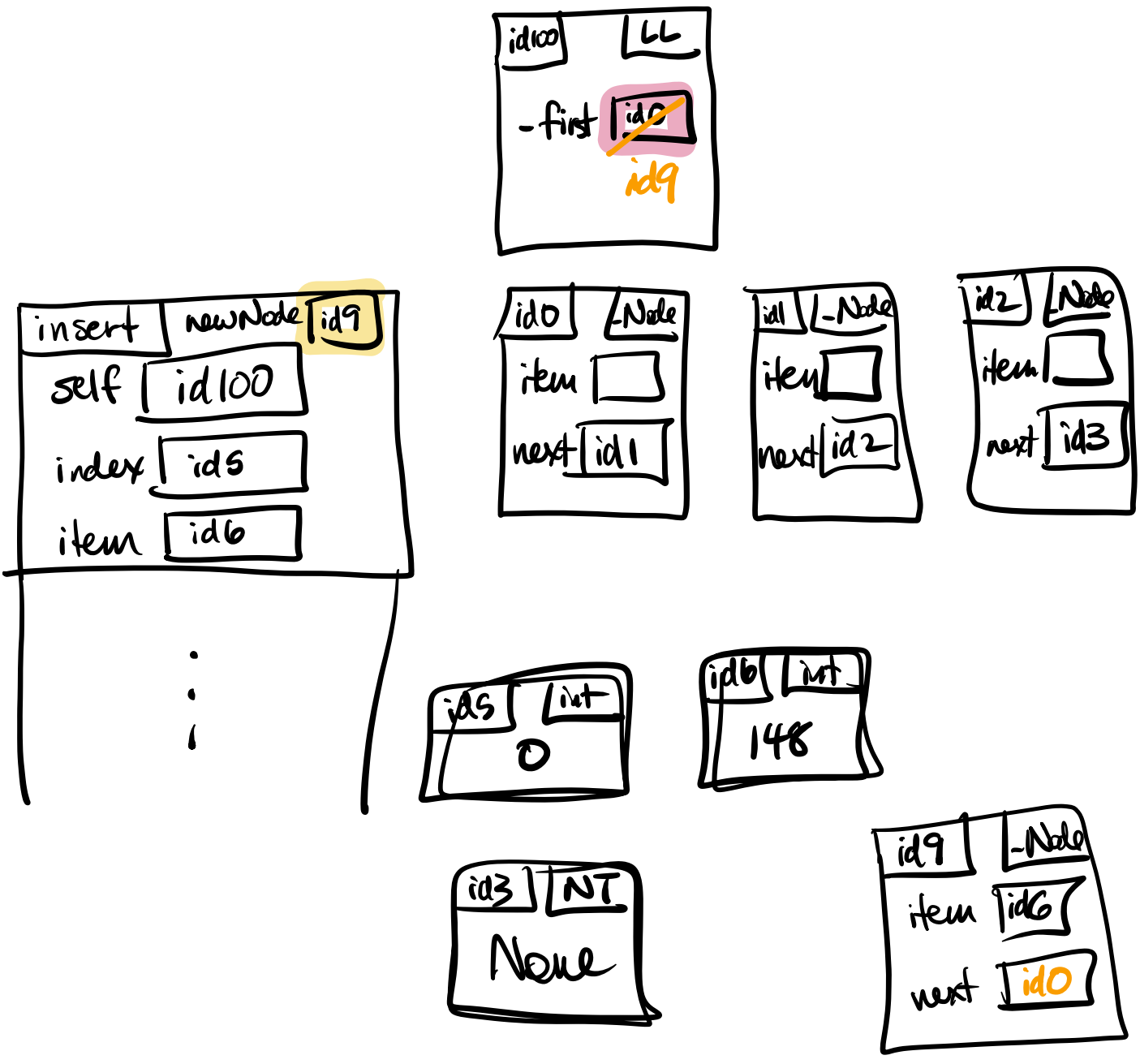
After class we also reviewed this piece of the insert method:

```
curr = self._first
i = 0
if index == 0:
    self._first = new_Node
    new_node.next = curr
:
```

We started out with an abstract drawing, but when anything was confusing, it was helpful to remember that all those arrows are just IDs



Eventually we drew (scribbled!) the full memory model diagram, including the call stack.



One thing really jumped out

- self._first (see the pink highlight in both diagrams) is an instance attribute inside a LL.
- new_node (see the yellow highlight in both diagrams) is a variable in the stack frame.

They both have type _Node, but they exist in very different contexts.

It's important to know that, despite the fact that they look the same in the abstract drawing.

TIP: Until you feel really solid with linked lists, draw the detailed version.