# Lab Assignment 6B

In 6A, you created an object class encapsulating a Trivia Game which INHERITS from Game.

Now that you have successfully created Trivia objects, you will continue 6B by creating a linked list of trivia objects. Add the linked list code to the Trivia class.
Your linked list code should include the following: a TriviaNode class with the attributes:

     1. trivia game  - Trivia object
     2. next- TriviaNode
     3. write the constructor, accessor, mutator and toString methods.

A TriviaLinkedList Class which should include the following attributes:

     1. head - TriviaNode
     2. number of items – integer
     3. write the code for the constructor, accessor and mutator, and toString methods.
     4. methods to insert a triviaNode on the list - You may assume inserts always insert as the first node in the list.
     5. write a method to delete a node by passing the node id of the game to delete.  Take into consideration that the game may not exist in the list.  Your method should let the user know that the node was successfully deleted or not.

Write a client to test all aspects - creating trivia objects, inserting the objects as nodes to the list, deleting a node by passing the id of the trivia game. Print out the list every time you make a change such as adding a node and deleting a node.  You should create at least 5 objects to be inserted to your list, then delete at least 1.  Also, test deleting an object that is not in the list.
Remember to submit all your .java files, .class files and screenshots of your code and output.

**Add a comment heading on all .java files:**
- Name
- Date
- Assignment
- Sources used to complete the assignment:  (this may be text and page numbers, tutor names and dates, a specific link, etc)

**Program grading:**
1. Submitted pseudocode showing logic steps to perform required task(s) ( 1 pt)
2. Submitted java File (1 pt) – include indentations and spacing, use of good naming conventions for variable and class names.
3.  Submitted .class File (1 pt)
4. . Submitted Screenshot of properly coded and presented output (and input if required) (1 pt)
5. Properly working code applying techniques learned in weekly lesson (1pt)   *Note:*

*Note:*
*Please be aware that copying and pasting code from any other source other than code you have explicitly written on your own is considered plagiarism.  If you receive help, that is fine however you need to write your own code, name your own variables and comment your own code. Students turning in the exact same work as another student will all be given zeros. Plagiarism is not tolerated and students found to be plagiarizing will be given a zero and reported to the university;  with the possibility of termination of the class and degree program.*