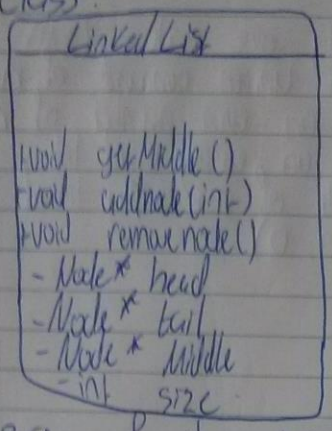
Prac 8 Design

Class:



void addNode(int) - This function will take in an integer value then create a Node with this value and append it to the end of the linked list. Each time a node is added the size will increment and each time the size becomes odd the middle will move right

e.g. If the linked list is { 1 2
middle

and another node is appended the middle moves right { 1 2 3
↑

void removeNode()

Remove the head node and set the head → Next node as the new head. If the list becomes 'odd' in size we move the middle node to the right

Void getMiddle()

Print out the middle node, if the list size is even print out Middle and Middle → Next else Print Middle.

Struct:

```
Node {
    int data;
    Node* next;
}
```

This is simply the Node Struct which is used inside LinkedList

Testing:

- Linked List containing only one node
- Linked List containing an uneven amount of nodes
- Linked List containing an even number of nodes.
- Attempting to delete from an empty linked list
- Printing out the middle of an empty linked list (it should just return 0)