Lab 6

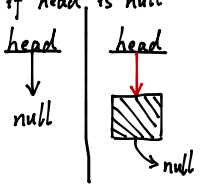
1. null list or null head
2. Special case: head
3. General case

addNode

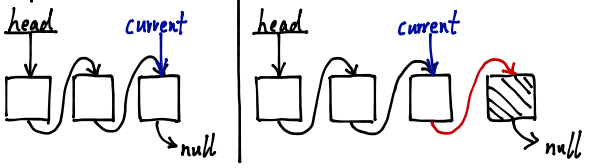
0.

1, 2 if list is null, return -1

if head is null



3. Loop till currentNode's next is null

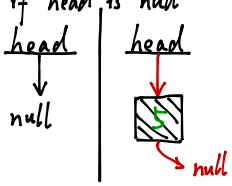


addSortedNode

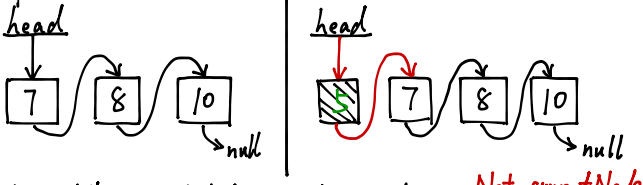
0.

1. if list is null, return -1

if head is null

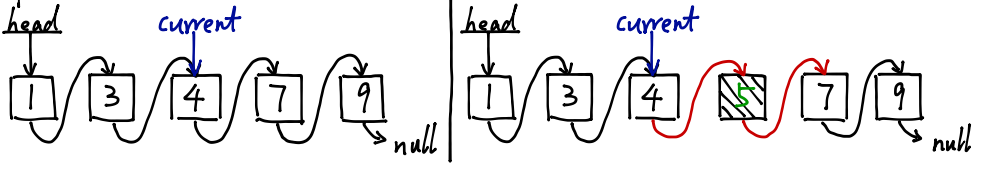


2. if head's lon >= newNode's lon

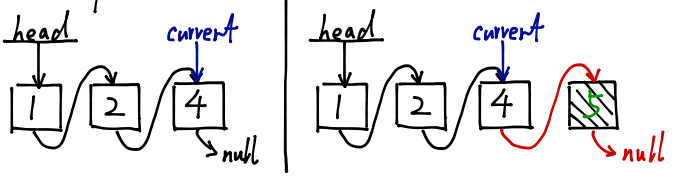


3. loop till currentNode's next is null ← Not currentNode. Why?

   if currentNode's next's lon >= newNode's lon

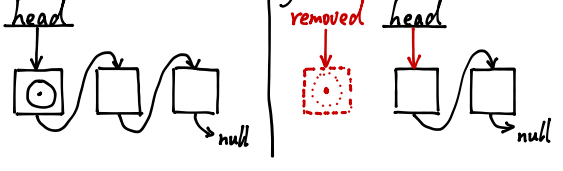


end loop



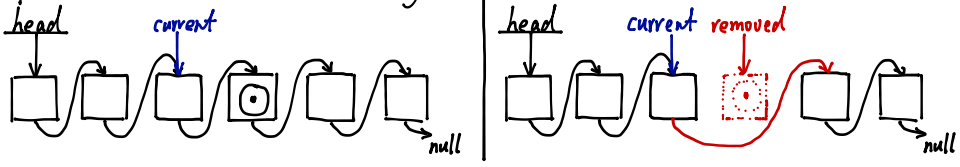
remNode

1. if list is null or head is null, return -1
2. if head's name "=" targetName



3. loop till ~~currentNode's next is null~~ Not currentNode. Why?

if currentNode's next's name "=" targetName



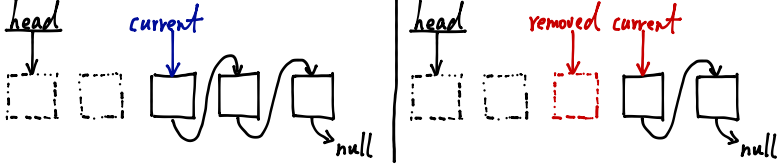
end loop

return -1

clearList

1, 2 if list is null or head is null, return 0

3. loop till currentNode's next is null



end loop