B.5 - Beskrivning av metoden "Laggtillframfor()"

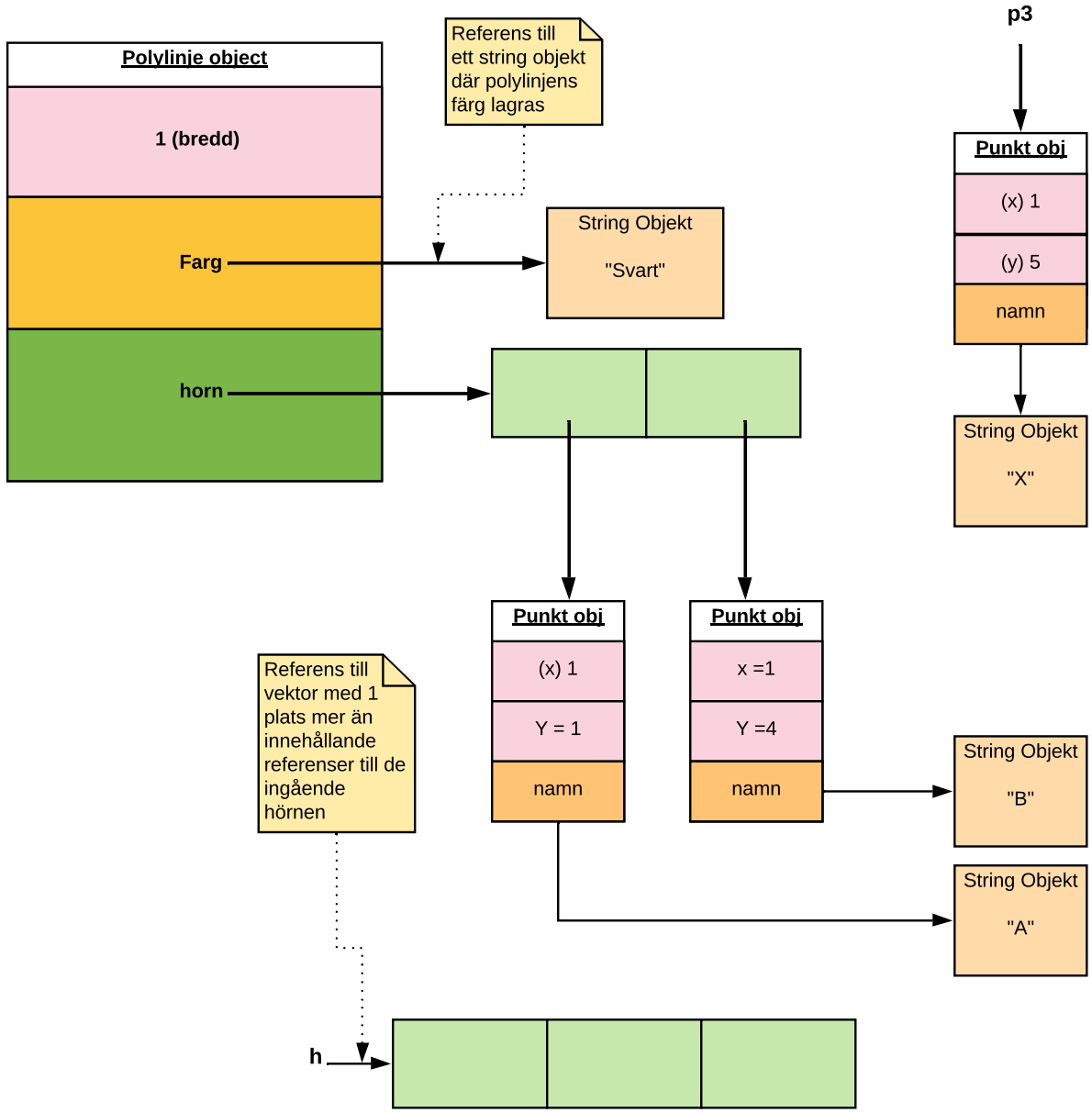
Kod

```
public void laggTillFramfor(Punkt horn, String namn)
{
    Punkt[] h = new Punkt[this.horn.length + 1];
    int keyPos = 0;

    for (int i = 0; i < this.horn.length; i++)
    {
        h[i] = this.horn[i];
        if(this.horn[i].name.equals(namn))
        {
            keyPos = i+1;
            h[keyPos] = horn;
            break;
        }
    for(int i = keyPos + 1; i < this.horn.length + 1; i++)
    {
        h[i] = this.horn[i-1];
    }

    this.horn = h;
}

public static void main(String[] args)
{
    Punkt p3 = new Punkt("X", 1, 5);
    poly.laggTillFramfor(p3, "A");
```



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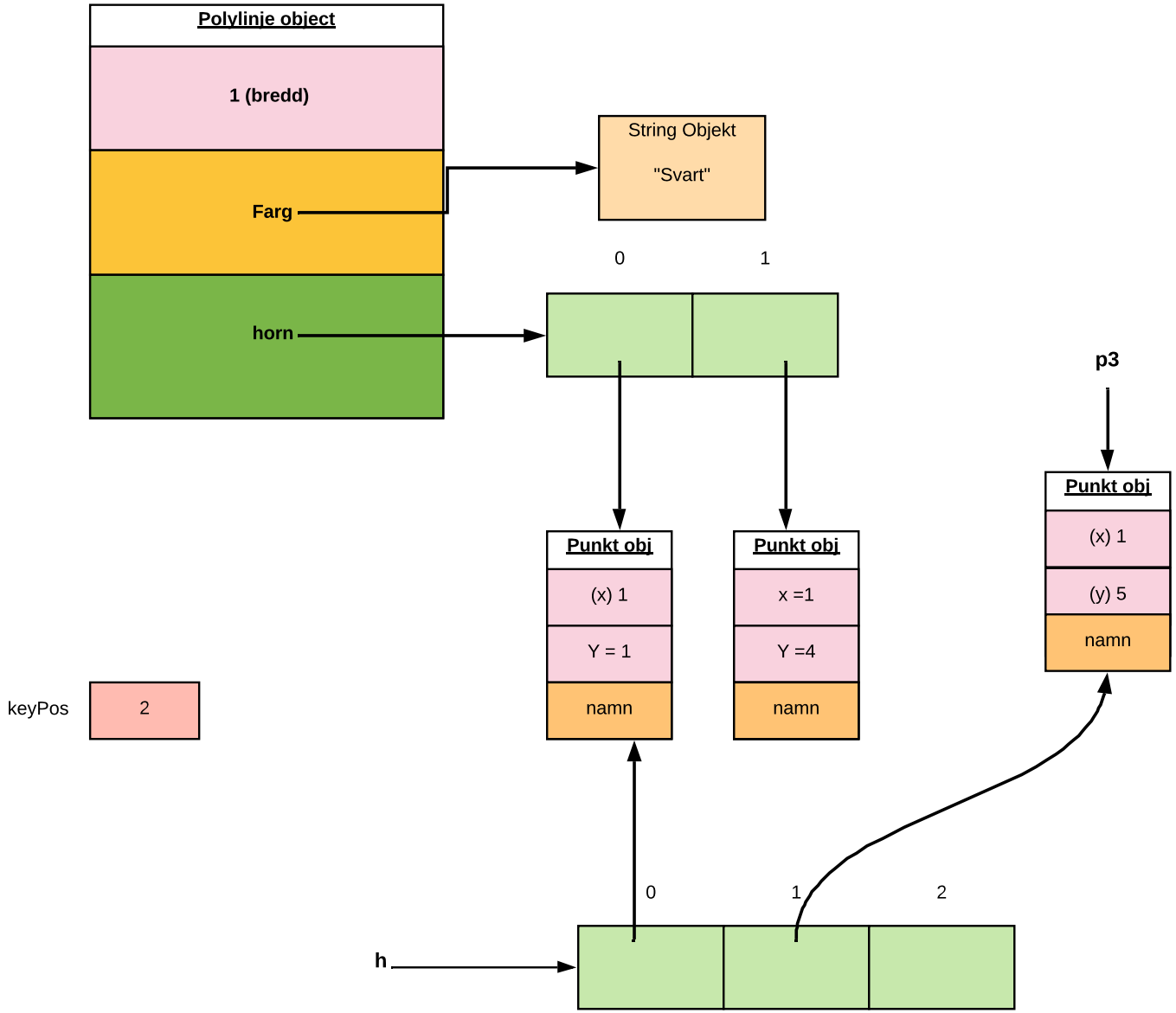

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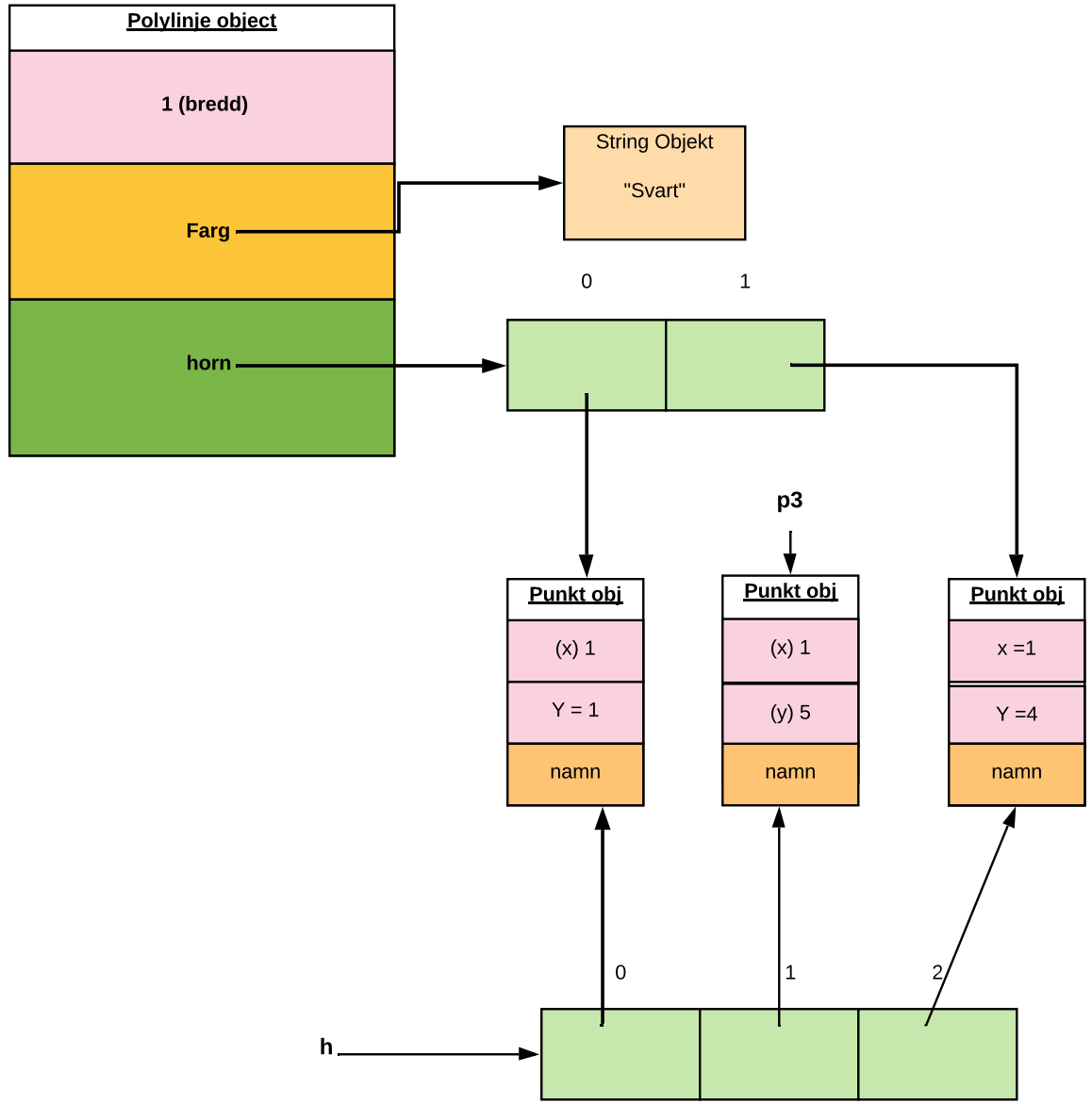

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