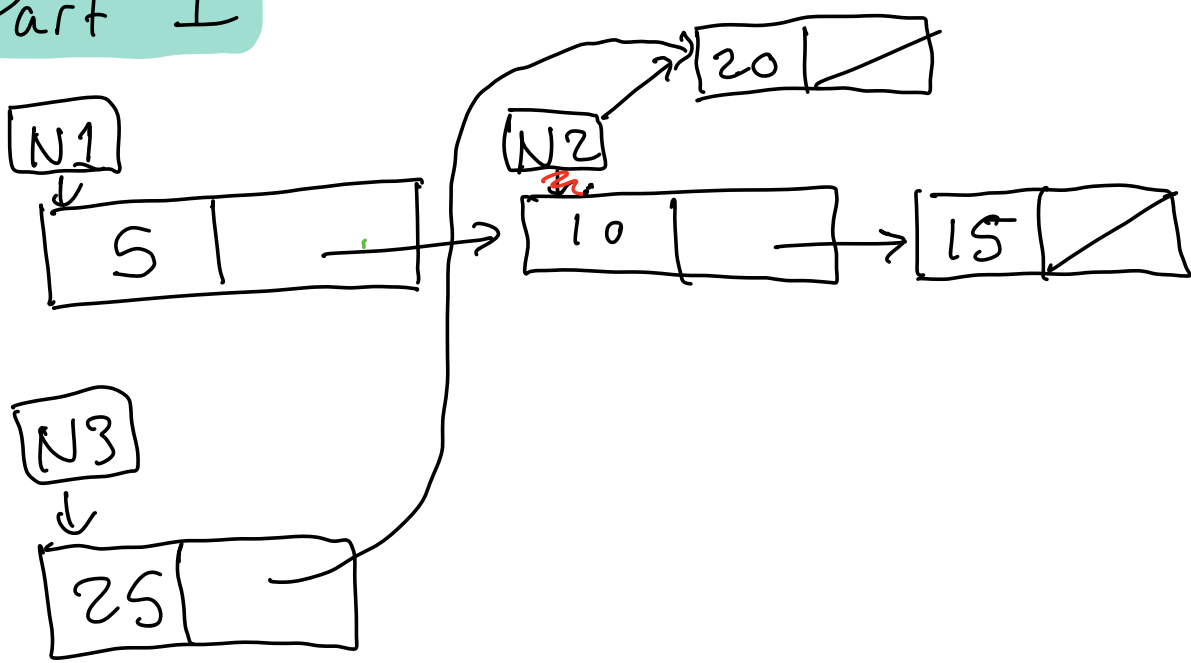
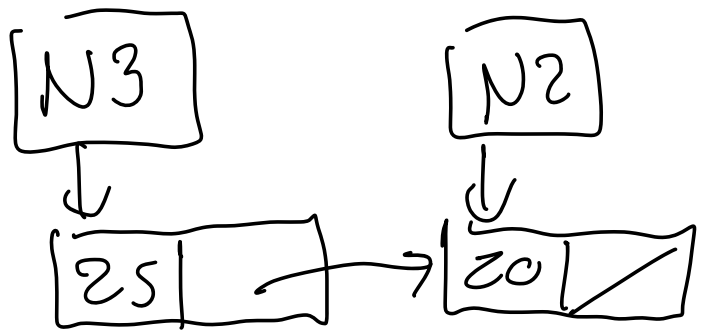
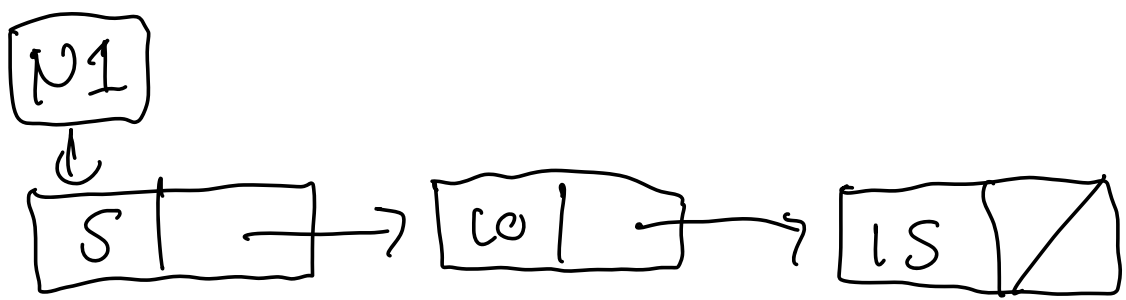


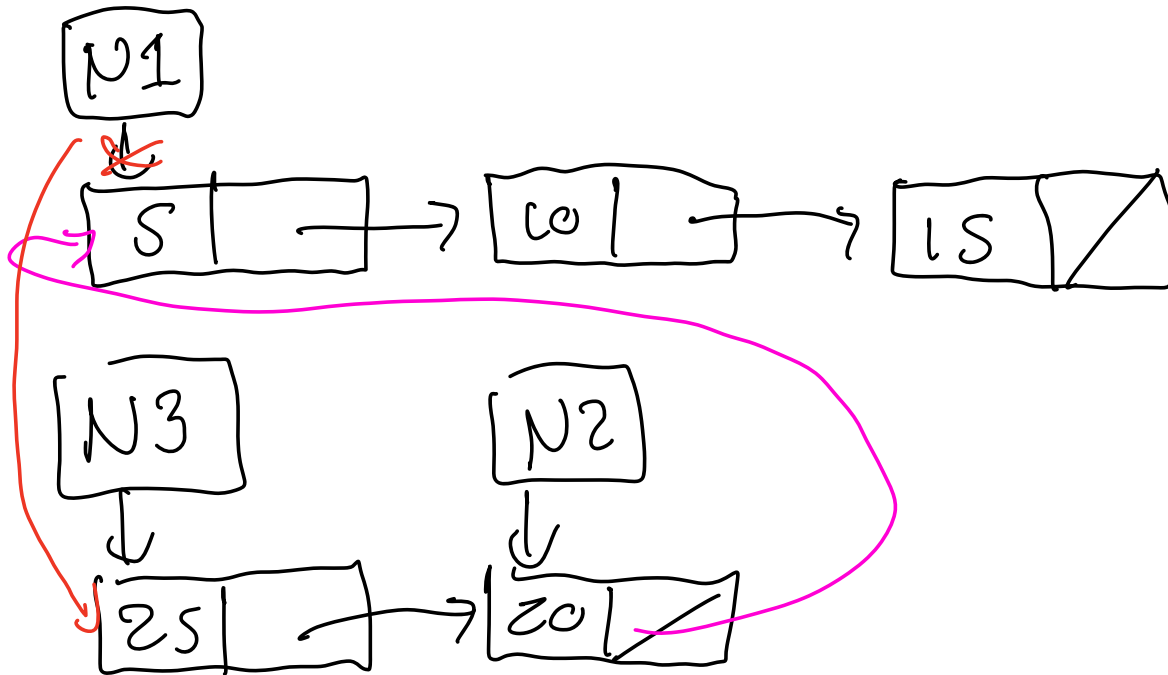
Part 1



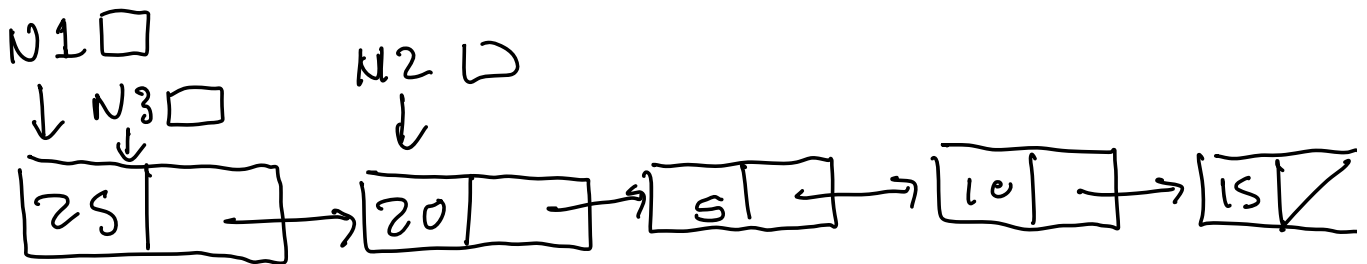
after!



## Part 2



After!



P. getData () → give back S

# Part 3

Given this diagram:

There already exists a Node variable P which points to (refers to) the node with the 5 in its data.

Write a code fragment to:

1. Create a new Node variable set it to point to the node with the 10 in it.
2. Create a new Node variable and instantiate it to a new Node with a value of 30.
3. Write the code to insert this new Node between the 10 and the 15

①

Node Q = P.getNext();

new node variable

points to the next node of P.

②

Node r = new Node(30);

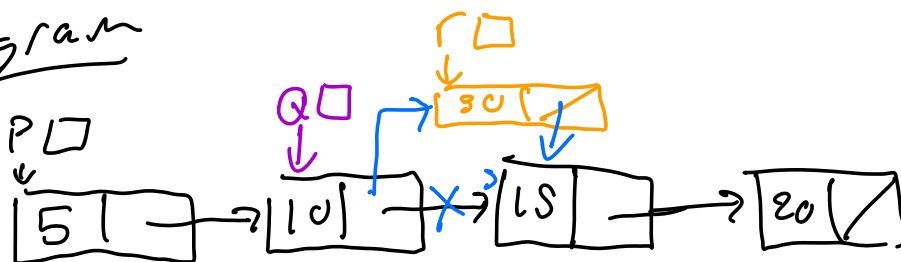
using End constructor to instantiate a new node

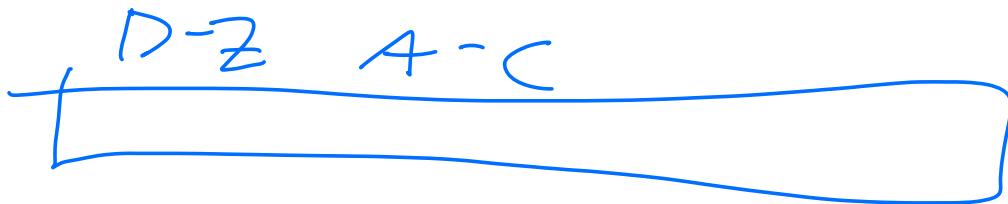
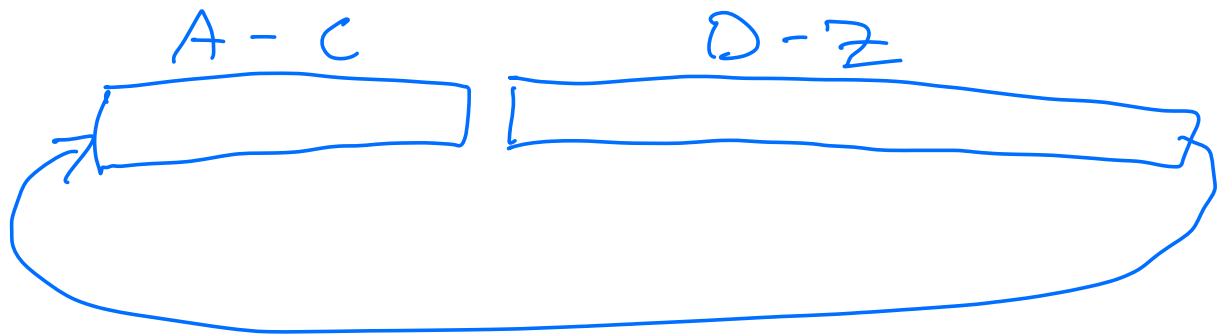
③

r.setNext(q.getNext());

q.setNext(r);

Diagram

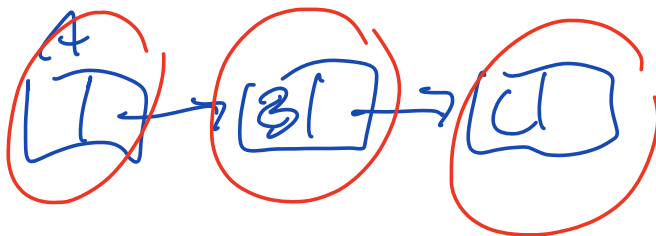




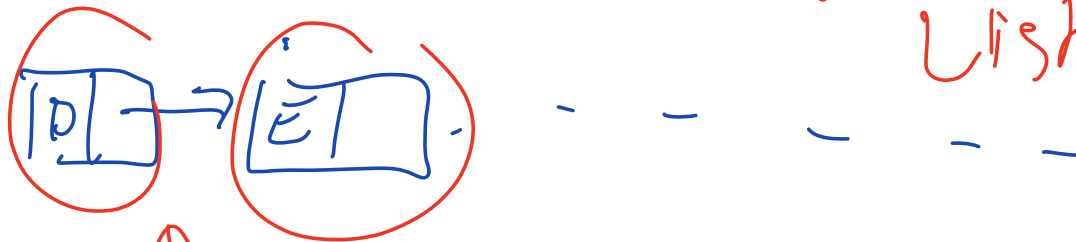
Linked list



Node



Linked list



Linked List



Student Class

