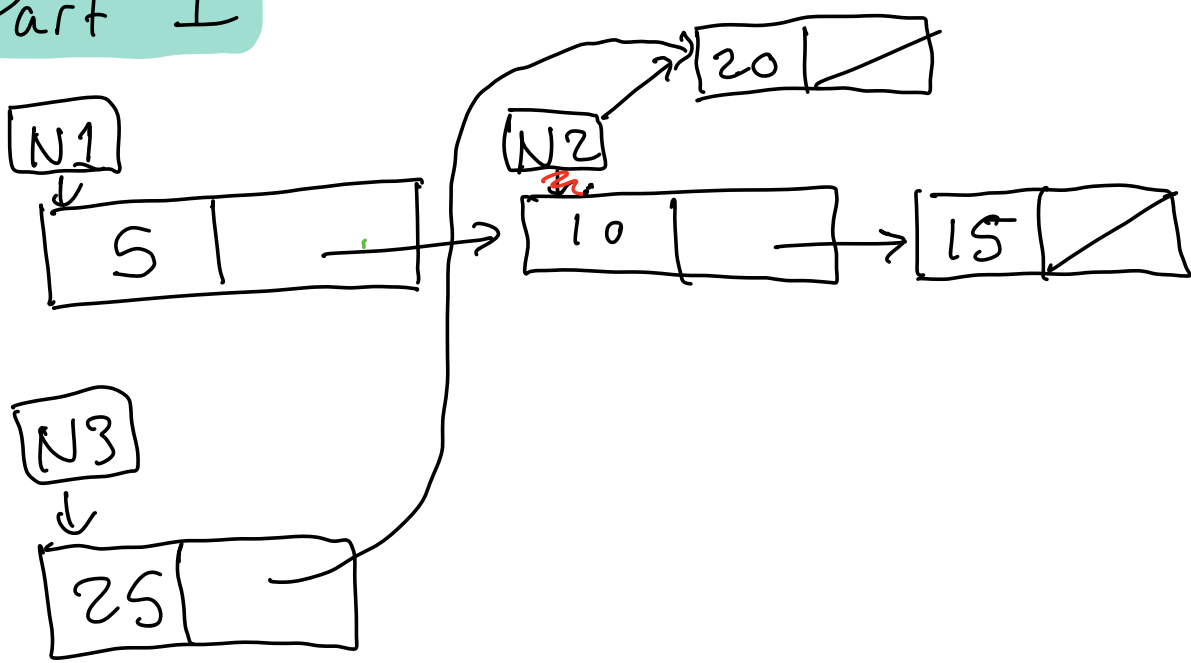
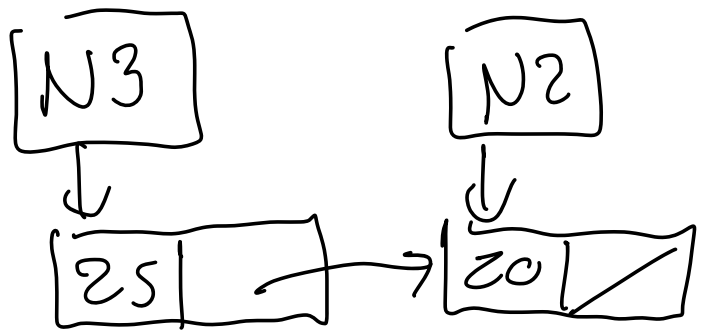
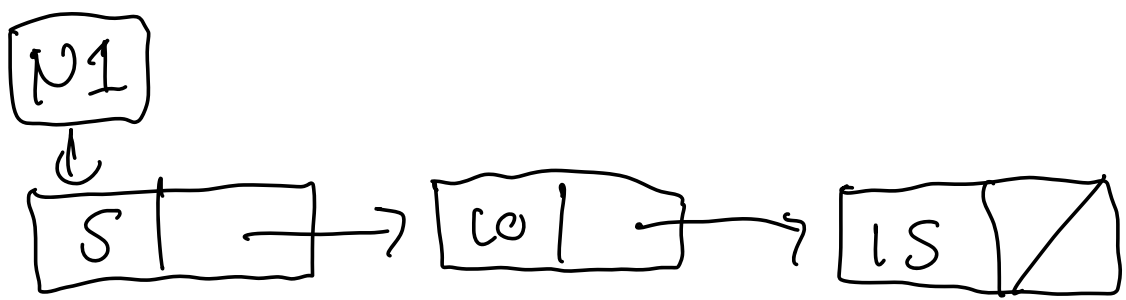


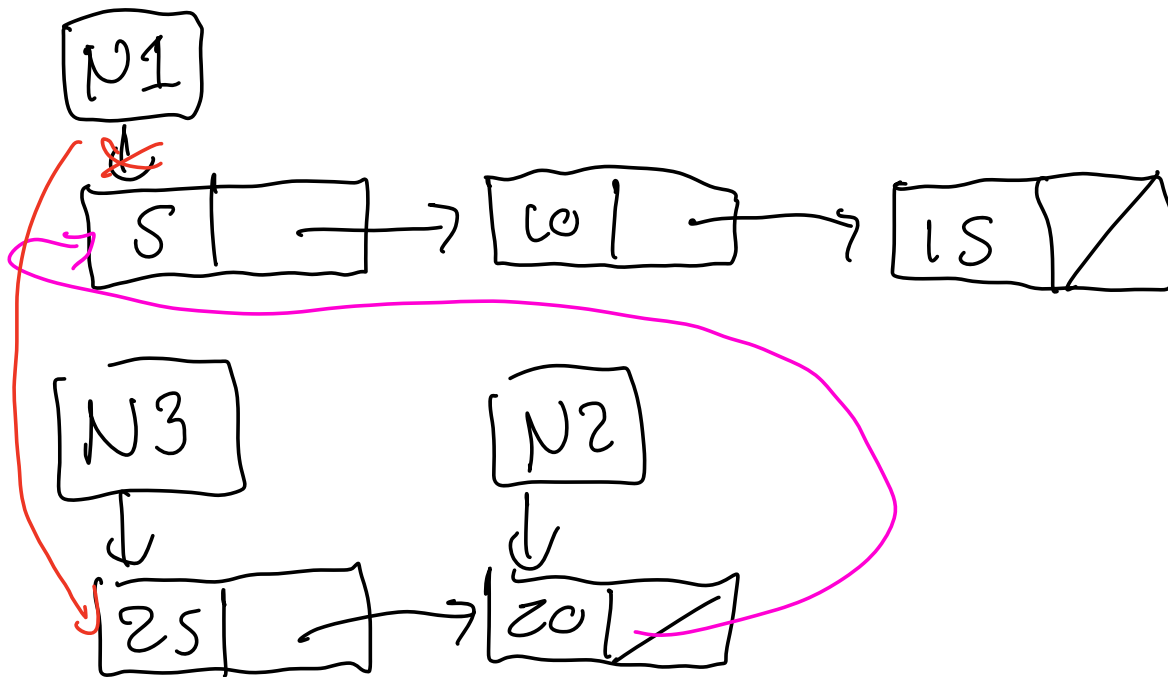
Part 1



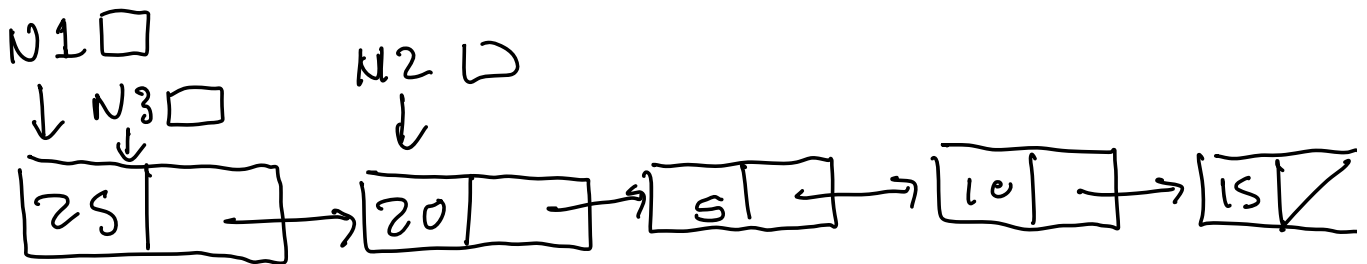
after!



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 = new Node ( p.getNext() );
```

points to the next node of P.

②

```
Node r = new Node (30);
```

using End constructor

③

```
r.setNext (q.getNext());
```

```
q.setNext (r);
```

Diagram

