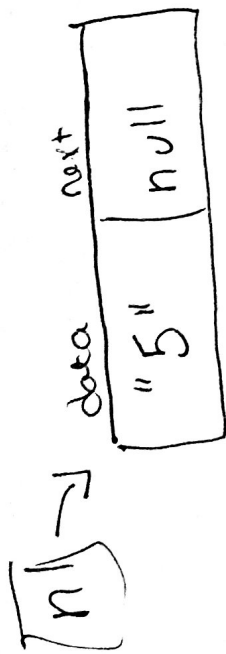
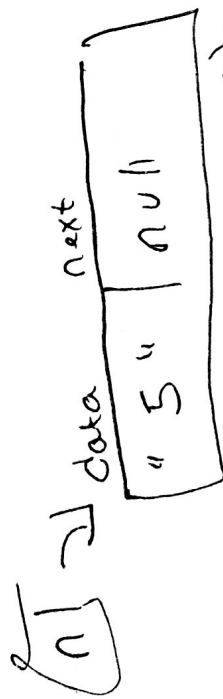
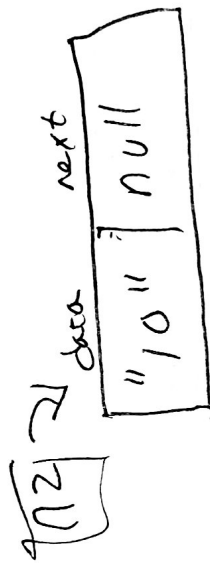


Part 1

@Node n1 = new Node("5"); // has to be a string!!



@Node n2 = new Node("10"); // has to be a string!!



~~@Node~~ n1.setNext(n2);



@n2.setNext(new Node("15"));



Part 1

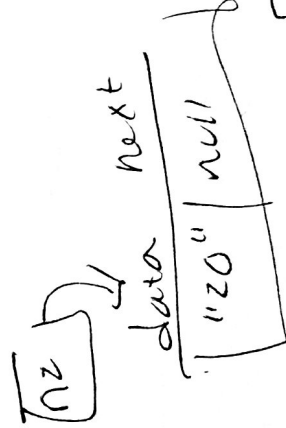
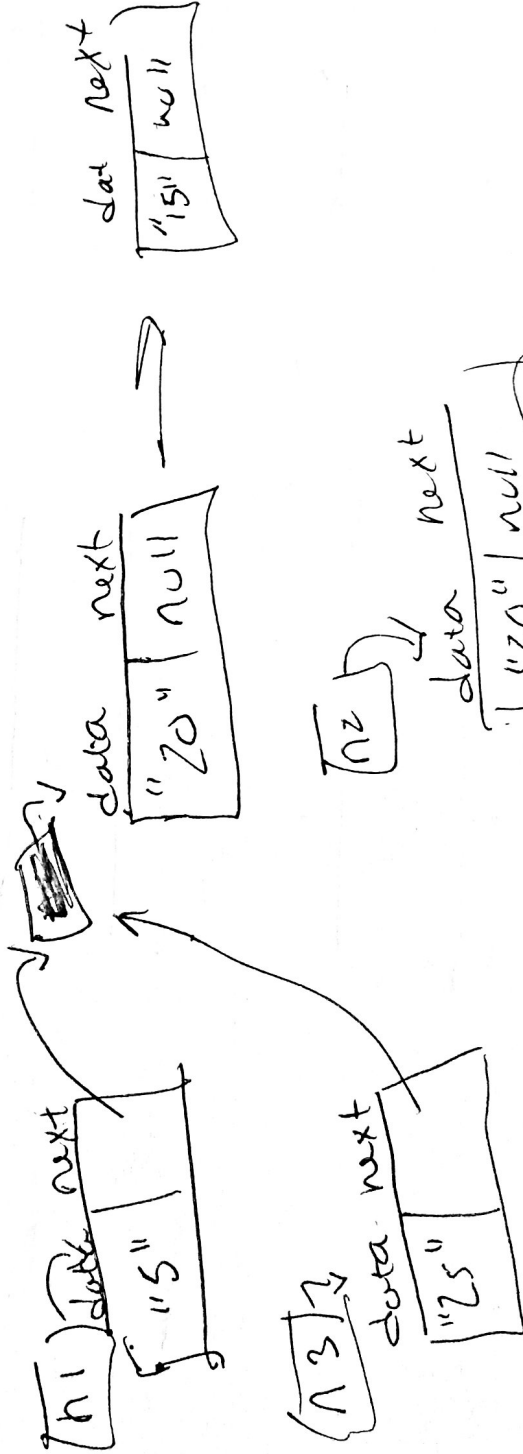
Q n2 = new Node("20");



"no same node"
From previous is

garbage collected
n2 points to new thing
Other wise see last
diagram

Q Node n3 = new Node("25", n2);

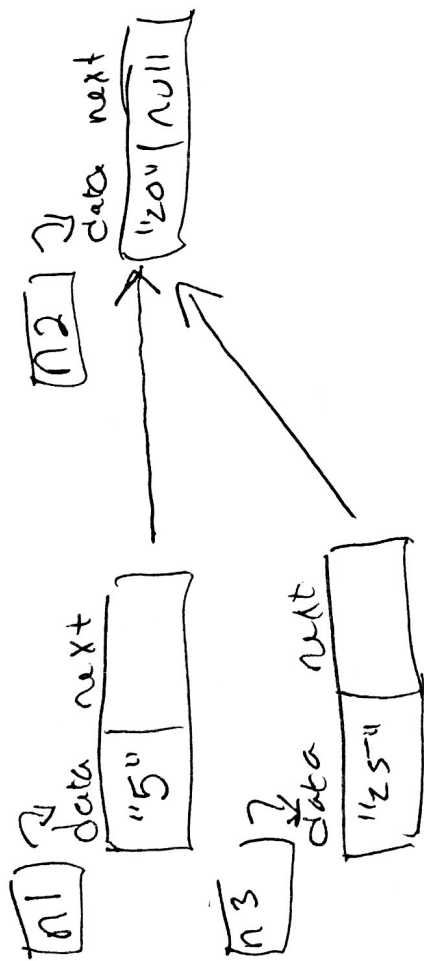


I acknowledge after the fact that the arrows
should point to the contents not the
var name. But don't want to write over cos's
have

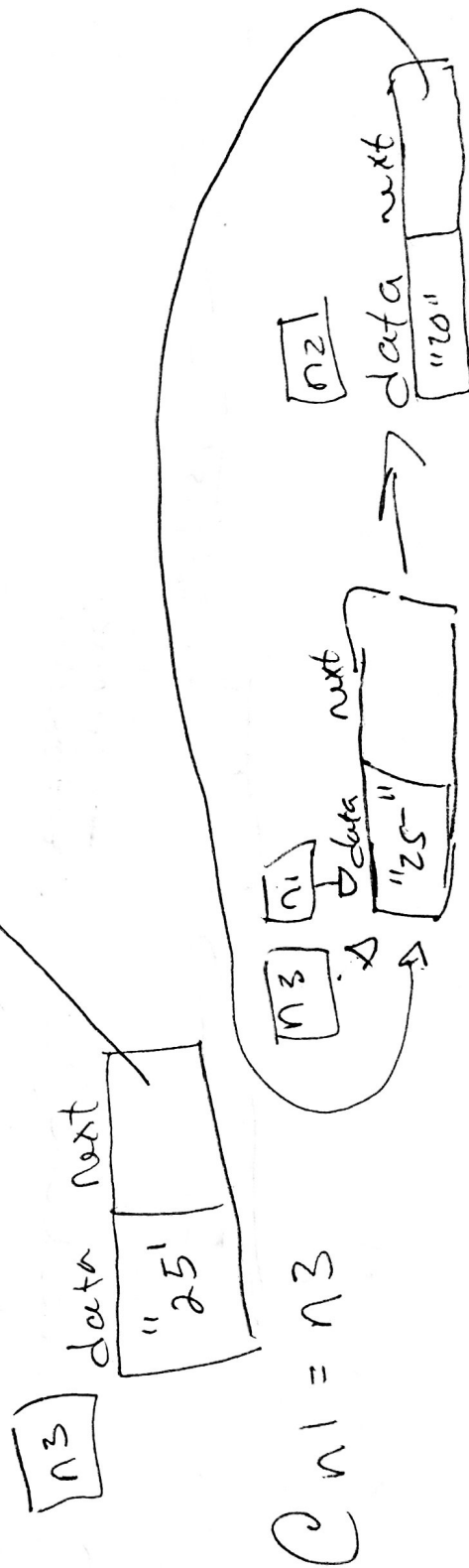


Part 2

@Precondition



@n2.setNext(n1);



Part 3

Given [P] \downarrow



~~get next()~~
get next();

- ① Node newNode("10", p.~~next~~());
- ② Node aNode("30");
- ③ ~~aNode~~ l1 aNode.setnext(p.getnext().getnext());
l2 p.getnext().setnext(aNode);