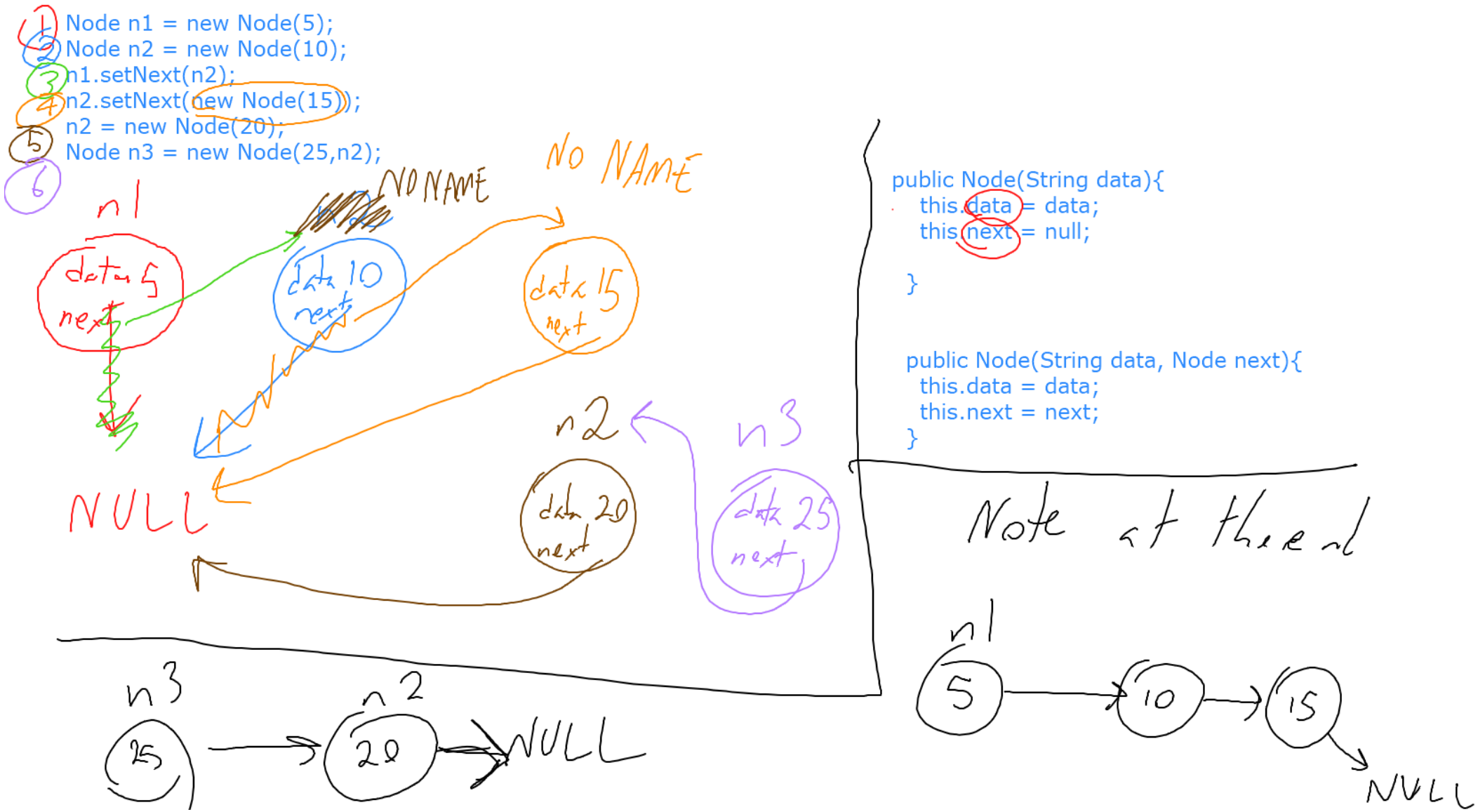
part 1

Using the code for Node.java in this directory, trace through the following code segment one line at a time. As you trace through the code, draw a diagram of the cells and pointers that result.

```
1 Node n1 = new Node(5);
2 Node n2 = new Node(10);
3 n1.setNext(n2);
4 n2.setNext(new Node(15));
5 n2 = new Node(20);
6 Node n3 = new Node(25,n2);
```

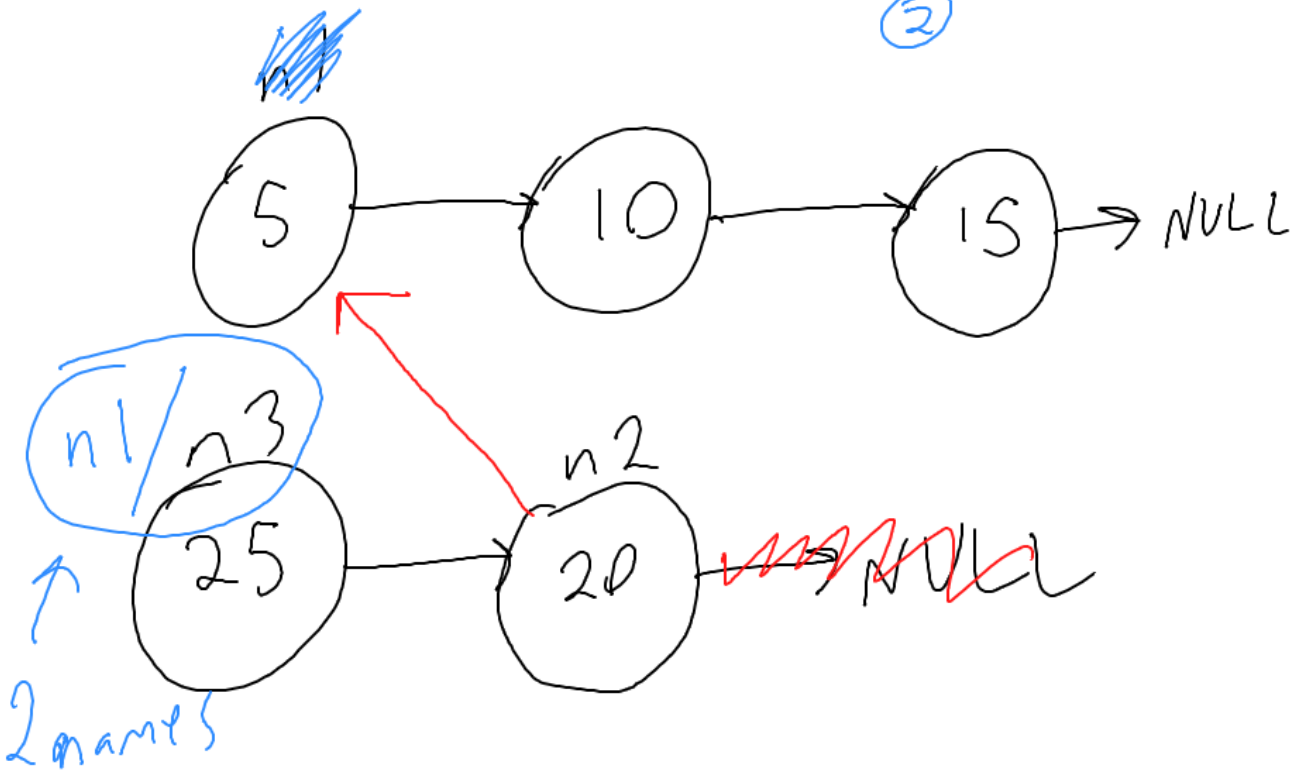


Part 2

Copy over your diagram from part 1 and continue to modify it by tracing through these lines of code:

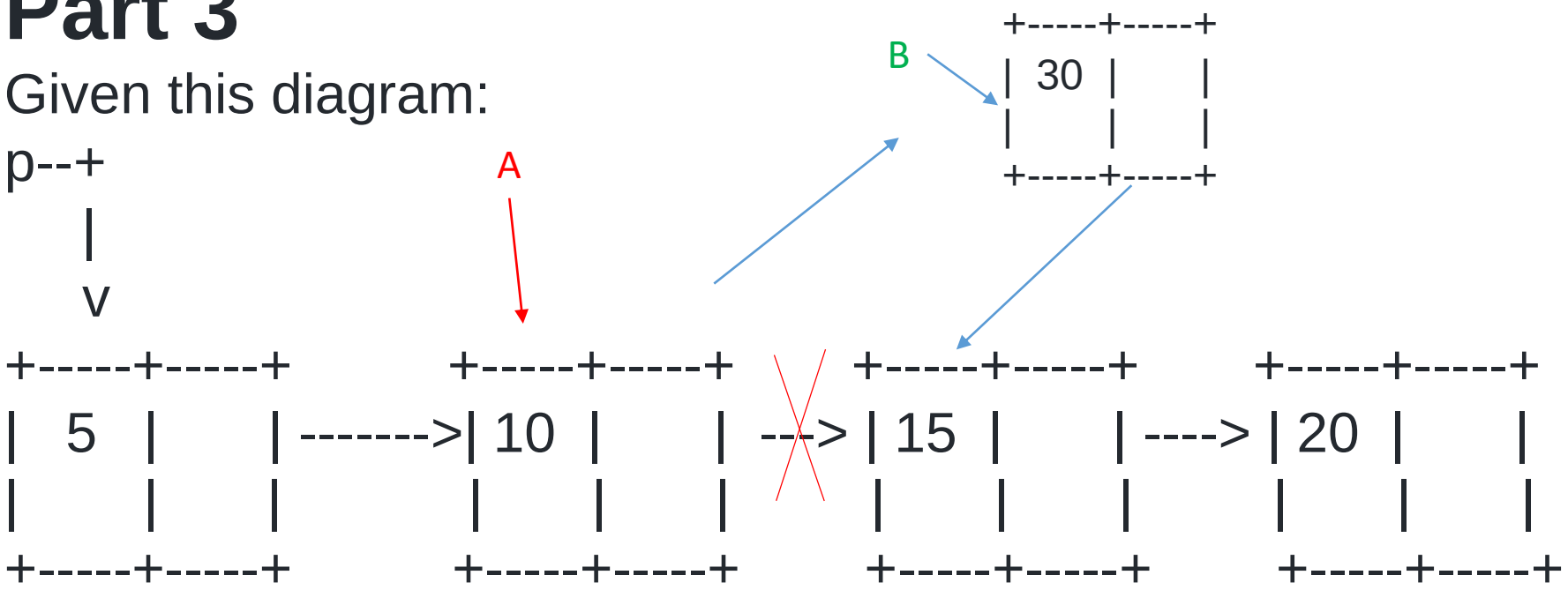
Continuing...

```
n2.setNext(n1);
n1=n3;
```



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

```
Node A = p.getNext();
Node B = new Node(30);
B.setNext (A.getNext());
A.setNext(B);
```