Day 24: More Review + More Linked Lists!

Welcome to Day 24! Review everything we've learned so far by coding a Hangman Game, or just jump right into the problem.

Given a pointer to the *head* node of a *linked list* whose *data* elements are in non-decreasing order, you must delete any duplicate nodes and print the updated list.

Code handling I/O is provided in the editor. Complete the *removeDuplicates(Node)* function.

Note: The *head* pointer may be null, indicating that the list is empty. Be sure to reset your *next* pointer when performing deletions to avoid breaking the list.

Input Format

The first line contains N, the number of nodes to be inserted.
The N subsequent lines each contain an integer describing the *data* for a node being inserted at the list's tail; the lines of *data* will always be in non-decreasing order.

Output Format

Print the *data* for your list of ascending nodes as a single line of space-separated integers.

Sample Input

```
6
1
2
2
3
3
4
```

Sample Output

```
1 2 3 4
```

Explanation

N = 6, and our non-decreasing list is $\{1, 2, 2, 3, 3, 4\}$. The *data* values 2 and 3 each have a duplicate, so we remove the two duplicate nodes and print our updated (ascending) list:

```
1 2 3 4
```