Lab Goal : This lab was designed to teach you more about a linked list and passing a linked list as a parameter.

Lab Description : Use ListNode to write some basic LinkedList methods.

PART 1 – Open the `ListFunHouse.java` file and complete the methods in this class.
PART 2 – Use `ListFunHouseRunner.java` to test your ListFunHouse class.

ListNode – stores a value and a reference to the next node

```
public class ListNode implements Linkable
{
   private Comparable listNodeValue;
   private ListNode nextListNode;

   public ListNode(){
      listNodeValue = null;
      nextListNode = null;
   }

   public ListNode(Comparable value, ListNode next){
      listNodeValue=value;
      nextListNode=next;
   }

   public Comparable getValue(){
      return listNodeValue;
   }

   public ListNode getNext(){
      return nextListNode;
   }

   public void setValue(Comparable value){
      listNodeValue = value;
   }

   public void setNext(Linkable next){
      nextListNode = (ListNode)next;
   }
}
```

Files Needed ::

ListNode.java
Linkable.java
ListFunHouse.java
ListFunHouseRunner.java

Sample Data :

See the main method / runner code

Sample Output :

```
go on at 34 2.1 -a-2-1 up over

num nodes = 8

List values after calling nodeCount

go on at 34 2.1 -a-2-1 up over

List values after calling doubleFirst

go go on at 34 2.1 -a-2-1 up over

List values after calling doubleLast

go go on at 34 2.1 -a-2-1 up over over

List values after calling removeXthNode(2)

go on 34 -a-2-1 over

List values after calling setXthNode(2,one)
```

```
go one 34 one over
```