

CS 213 : Software Methodology

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Inner Classes

Inner Classes

```
public class LinkedList<T> {  
  
    public static class Node<E> { // inner class  
        E data;  
        Node<E> next;  
        public Node(E data,  
                     Node<E> next) {...}  
    }  
  
    Node<T> front;  
    int size;  
    ...  
    public void addFront(T item) {  
        front = new Node<T>(item, front);  
        size++;  
    }  
    ...  
}
```

Since nodes are the building blocks of linked lists, a **Node** class can be defined inside a linked list to emphasize this (will get to the static thing in a bit....)

Inside the **LinkedList** class, references to the **Node** type are no different than if **Node** had been defined outside **LinkedList**

Inner Classes

```
public class LinkedList<T> {  
  
    public static class Node<E> { // inner class  
        E data;  
        Node<E> next;  
        public Node(E data,  
                    Node<E> next) {...}  
    }  
    ...  
}  
  
// in some application code outside of LinkedList class  
LinkedList.Node<Integer> temp =  
    new LinkedList.Node<Integer>(10, null);
```



Reference to **Node** needs to be
qualified with **LinkedList** prefix

Non Static Inner Class

```
public class LinkedList<T> {  
  
    public static class Node<E> { // inner class  
        E data;  
        Node<E> next;  
        public Node(E data,  
                     Node<E> next) {...}  
    }  
    ...  
}  
  
// in some application code outside of LinkedList class  
LinkedList<Integer>.Node<Integer> temp =  
    new LinkedList<Integer>().new Node<Integer>(10, null);
```



Can only create a Node instance
off a LinkedList instance