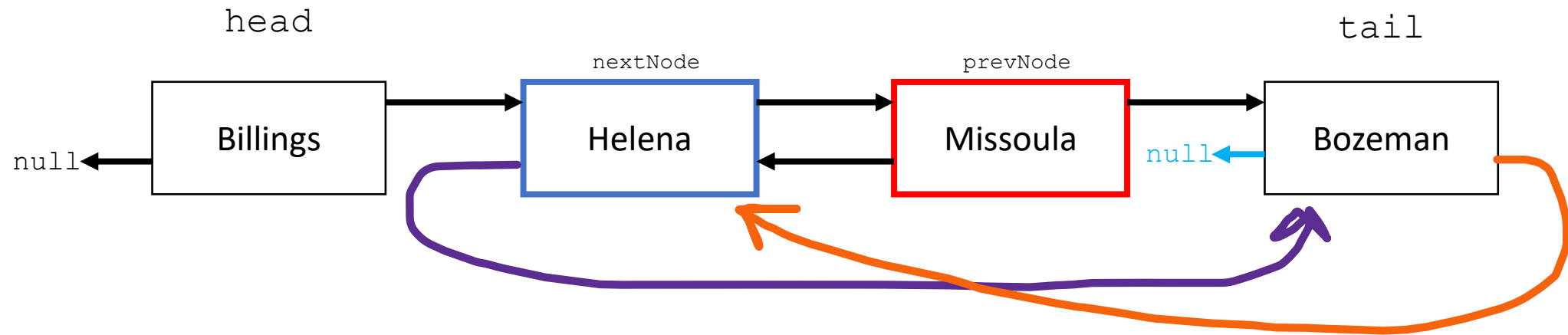
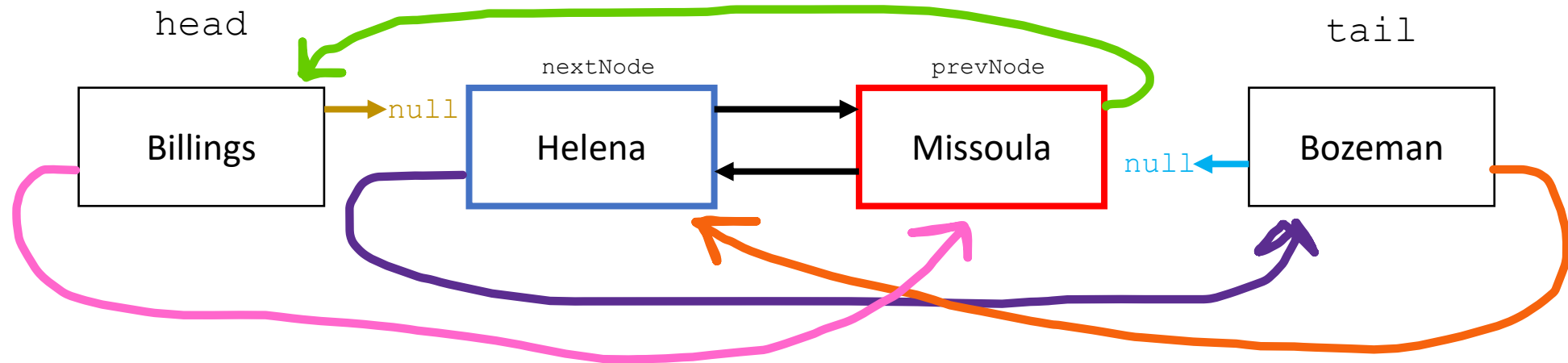


```
Node nextNode = this.head.getNext();  
Node prevNode = this.tail.getPrev();
```



```
Node nextNode = this.head.getNext();  
Node prevNode = this.tail.getPrev();
```

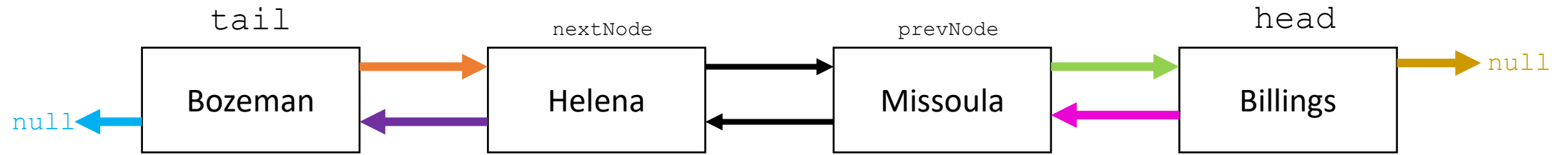
```
nextNode.setPrev(this.tail);  
this.tail.setNext(nextNode);  
this.tail.setPrev(null);
```



```
Node nextNode = this.head.getNext();  
Node prevNode = this.tail.getPrev();
```

```
nextNode.setPrev(this.tail);  
this.tail.setNext(nextNode);  
this.tail.setPrev(null);
```

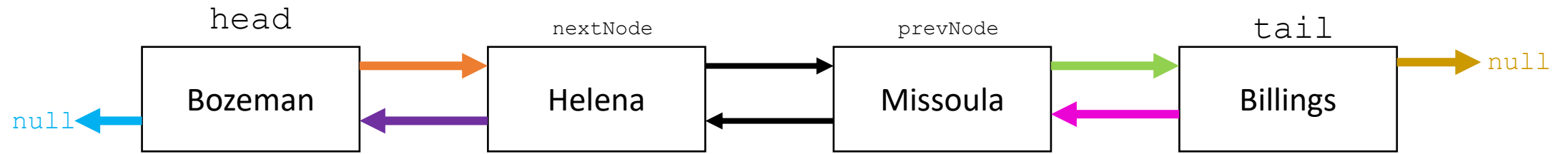
```
prevNode.setNext(this.head);  
this.head.setPrev(prevNode);  
this.head.setNext(null);
```



```
Node nextNode = this.head.getNext();  
Node prevNode = this.tail.getPrev();
```

```
nextNode.setPrev(this.tail);  
this.tail.setNext(nextNode);  
this.tail.setPrev(null);
```

```
prevNode.setNext(this.head);  
this.head.setPrev(prevNode);  
this.head.setNext(null);
```



```
Node nextNode = this.head.getNext();
```

```
Node prevNode = this.tail.getPrev();
```

```
nextNode.setPrev(this.tail);
```

```
this.tail.setNext(nextNode);
```

```
this.tail.setPrev(null);
```

```
prevNode.setNext(this.head);
```

```
this.head.setPrev(prevNode);
```

```
this.head.setNext(null);
```

```
this.tail = prevNode.getNext();
```

```
this.head = nextNode.getPrev();
```