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COP 3538 Data Structures using OOP

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Project 5 Pseudocode LinkedList class

**LinkedList class**

**public LinkedList ()**

assign null to first

end LinkedList constructor

**public boolean isLinkedListEmpty ()**

return the true or false value of first equal null to the calling environment

end isLinkedListEmpty method

**public void insert (Link data)**

if isLinkedListEmpty is true

assign data to first

else

declare parent of type Link and assign null to parent

declare current of type Link and assign first to current

while current not equal null

assign current to parent

assign current calling getNextLink method to current

end while loop

parent calling setNextPointer passing data

end else

end insert method

**public TableDataItems getLinkData (Link theLink)**

return theLink calling getLinkData method to the calling environment

end getLinkData method

**public Link getFirst ()**

return first to the calling environment

end getFirst method

end LinkedList class