**Simple Lists Kata**

**Description**

Simple lists of data may have more magic behind the scenes than you might think. We are going to experiment with some basic processing of lists.

**Rules of the Game**

Lists are one of the first data structures that we learn as programmers. But the fact that we are familiar with them, doesn't mean that we cannot learn a little from them. In this kata, we are going to code up an implementation of a list that has the following basic interface:

* A list consists of nodes. Each node has a value of type string.
* The new nodes are added at the end of the list.
* You can ask the list if it contains a particular string. If so, it will return the node that contains the string.
* You can remove any node from the list.
* You can ask the list to return an array with all the values of its nodes.

Remember, you cannot simply use data lists/collection features of most modern programming languages; build the list features by hand through separate functions. And don’t forget your tests! Have fun.