

// insert at front.

```
void List::insert(int value) {
```

① Node newNode = new Node(value);

if(!head) {

② head = newNode;

}

else {

③ newNode → next = head;

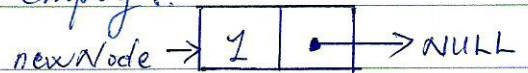
④ head = newNode;

}

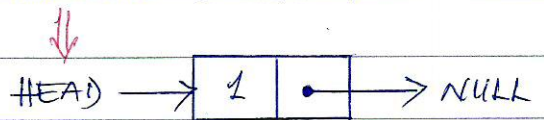
}

// insert the first time ⇒ list is empty!

① newNode = 1;

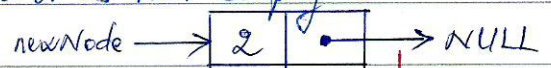


② head = newNode;

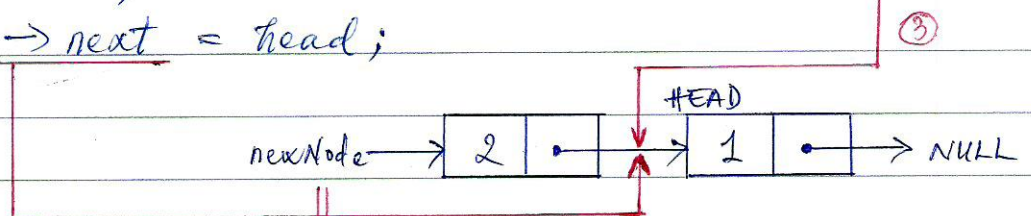


// insert after the first time ⇒ list is not empty!

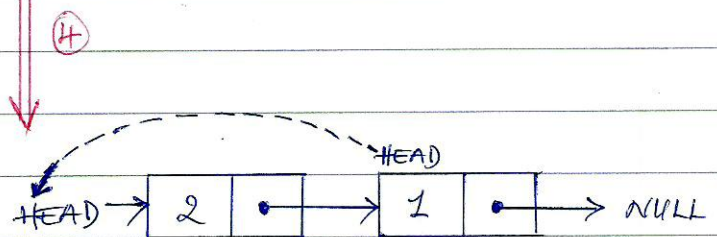
① newNode = 2;



③ newNode → next = head;



④ head = newNode;



// Your list now as shown:

