

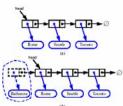
The Node Class for List Nodes

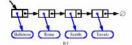
-		
public class Node {		
// Instance variables: private Object element;		
private Node next; /** Creates a node with null references to public Node() { this(null, null);	its element and next node. */	
<pre>/** Creates a node with the given elemen public Node(Object e, Node n) { element = e;</pre>	t and next node. */	
next = n; }		
// Accessor methods: public Object getElement() {		
return element; } public Node getNext() {		
return next;		
} // Modifier methods:		
<pre>public void setElement(Object newElem) element = newElem;</pre>		
<pre>} public void setNext(Node newNext) { next = newNext;</pre>		
<pre>inext = newivext; }</pre>		
7		
2004 Goodrich, Tamassia	Linked Lists	3

C

Inserting at the Head

- 1. Allocate a new node
- 2. Insert new element
- 3. Have new node point to old head
- 4. Update head to point to new node





© 2004 Goodrich, Tamassia

1

