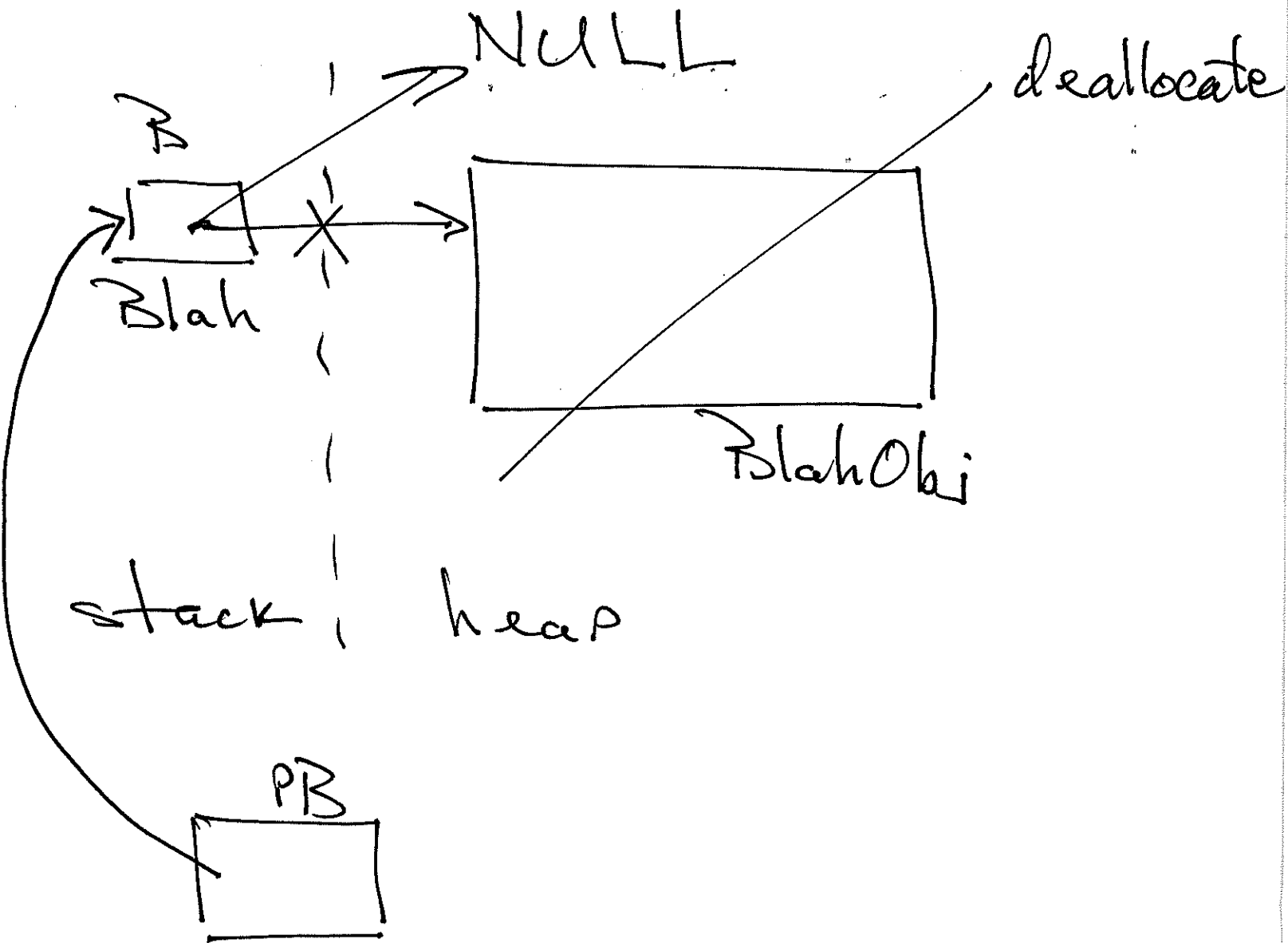
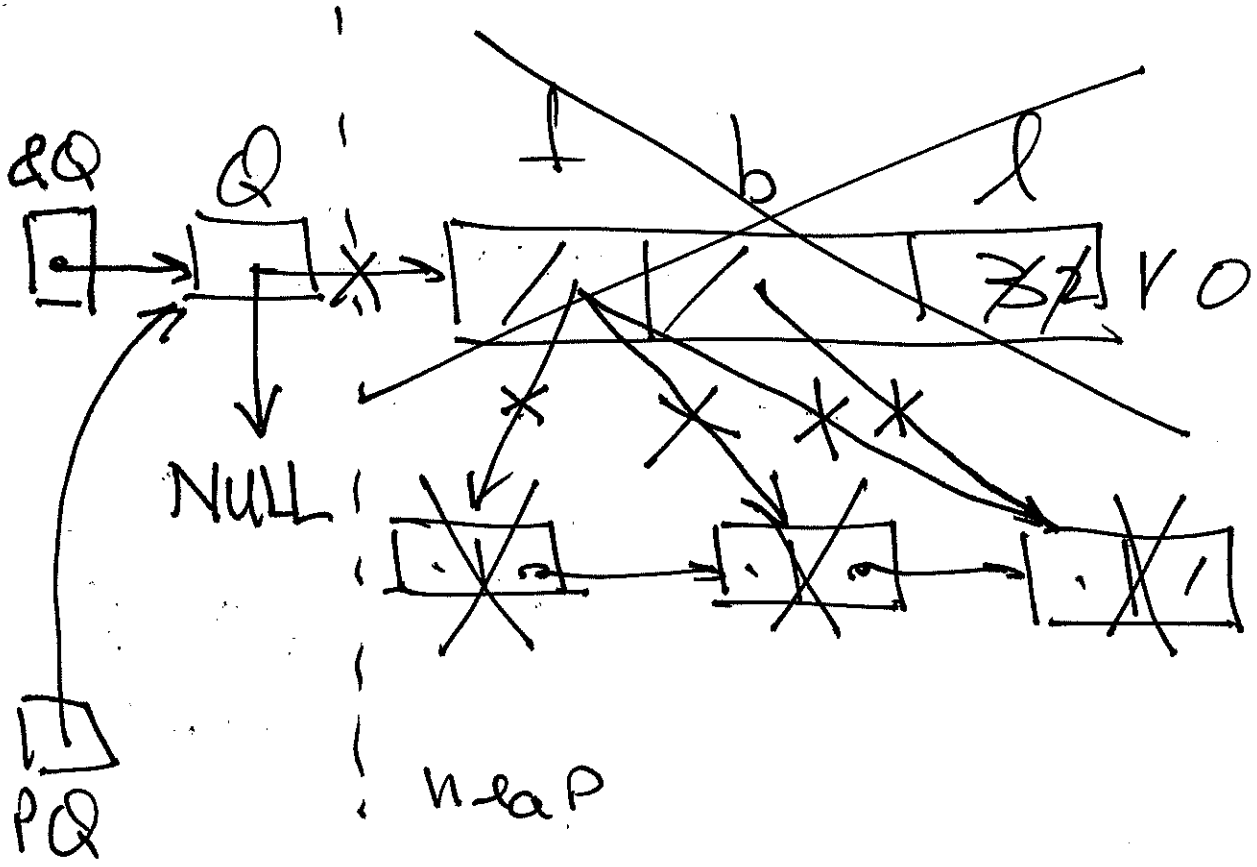


Destructors



Ex. Inorder Traversal



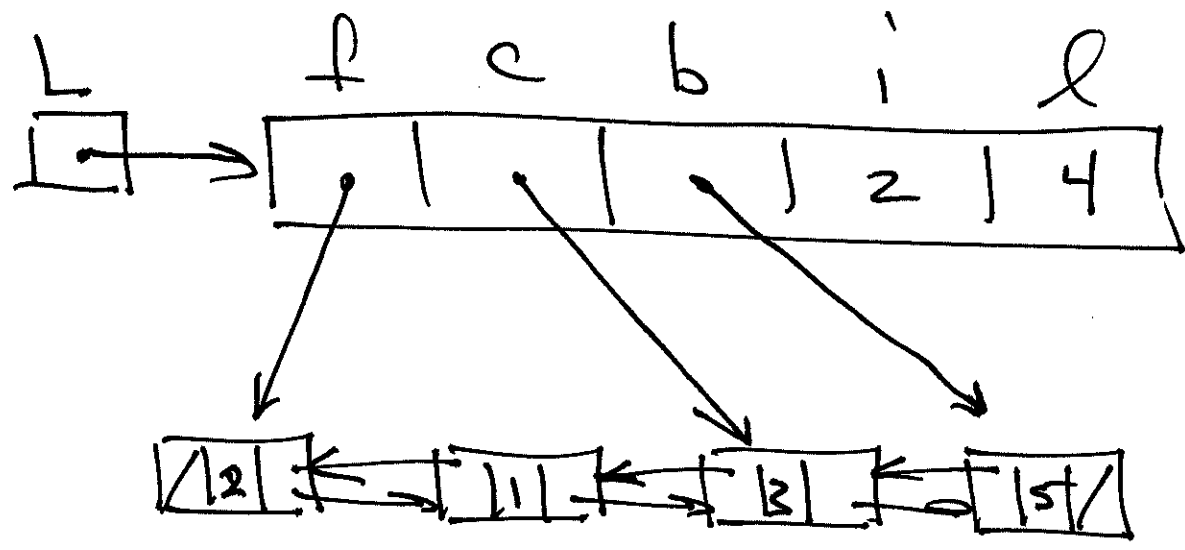
Pa1

List ADT

ind. 0 1 ② 3

client! (2 1 3 5-)

inside



moveNext()

moveNext()

client: (2 1 3 5)

inside

