These exercises make use of the same ListNode class we used last week. It had a data field that holds an Object, and a link field that points to the next node in a linked list.

Your exercises

Trace a call to this method, with the variable values shown in the picture below.

```java
public static ListNode hmmm (ListNode first, ListNode n) {
    ListNode temp = first;
    while (temp != null) {
        if (temp.link == n)
            return temp;
        else
            temp = temp.link;
    }
    return null;
}
```

1. What would the call return in this case?

2. Write an appropriate external comment for this method.

3. What would be a better name for this method? ________________________________
A circularly-linked list is just like a linked list, except that the last node isn't null; it points back to the first node. For example:

```
    first
    "a" → "cat" → "hi" → "if" → "do"
```

4. Complete the following method. If the list is empty, it should change nothing, and not crash.

```java
public static void makeCircular (ListNode first) {
    // Makes the linked list whose first node is referred to by 'first'
    // into a circularly-linked list.
    // Precondition: first is the first node in a well-formed linked list.
    
    Values in the nodes in the list (in order) | Significance of this test case
    ------------------------------------------|---------------------------------