System.Collections.Generic.LinkedListNode<T> Class

```
[ILAsm]
.class public sealed beforefieldinit LinkedListNode`1<T> extends
System.Object

[C#]
public sealed class LinkedListNode<T>
```

Assembly Info:

- *Name:* System
- *Public Key:* [00 00 00 00 00 00 00 00 04 00 00 00 00 00 00 00]
- *Version:* 4.0.0.0
- *Attributes:*
  - CLSCompliantAttribute(true)

Summary

Represents a node in a System.Collections.Generic.LinkedList`1<T>. This class cannot be inherited.

Inherits From: System.Object

Library: BCL

Description

Each element of the System.Collections.Generic.LinkedList`1<T> collection is a System.Collections.Generic.LinkedListNode`1<T>. The System.Collections.Generic.LinkedListNode`1<T> contains a value, a reference to the System.Collections.Generic.LinkedList`1<T> that it belongs to, a reference to the next node, and a reference to the previous node.

[*Note:* The linkage between nodes is fully managed by System.Collections.Generic.LinkedList`1<T>

]

1 LinkedListNode<T>(T) Constructor

```
[ILAsm]
.method public hidebysig specialname rtspecialname instance void .ctor(!0
'value') cil managed

[C#]
public LinkedListNode (T value)
```

7 Summary

8 Initializes a new instance of the `System.Collections.Generic.LinkedListNode`1<T>`
9 class, containing the specified value.

10 Parameters

Parameter	Description
value	The value to contain in the `System.Collections.Generic.LinkedListNode`1<T>`.

11

12 Description

13 The `System.Collections.Generic.LinkedListNode`1<T>.List`,
14 `System.Collections.Generic.LinkedListNode`1<T>.Next`, and
15 `System.Collections.Generic.LinkedListNode`1<T>.Previous` properties are set to
16 null.

17

LinkedListNode<T>.List Property

```
[ILAsm]
.property instance class System.Collections.Generic.LinkedList`1<!0> List
```

```
[C#]
public System.Collections.Generic.LinkedList<T> List { get; }
```

Summary

Gets the System.Collections.Generic.LinkedList`1<T> that the
System.Collections.Generic.LinkedListNode`1<T> belongs to.

Property Value

A reference to the System.Collections.Generic.LinkedList`1<T> that the
System.Collections.Generic.LinkedListNode`1<T> belongs to, or null if the
System.Collections.Generic.LinkedListNode`1<T> is not linked.

LinkedListNode<T>.Next Property

```
[ILAsm]
.property instance class System.Collections.Generic.LinkedListNode`1<!0>
Next
```

```
[C#]
public System.Collections.Generic.LinkedListNode<T> Next { get; }
```

Summary

Gets the next node in the System.Collections.Generic.LinkedList`1<T>.

Property Value

A reference to the next node in the System.Collections.Generic.LinkedList`1<T>,
or null if the current node is the last element
(System.Collections.Generic.LinkedList`1<T>.Last) of the
System.Collections.Generic.LinkedList`1<T>.

LinkedListNode<T>.Previous Property

```
[ILAsm]
.property instance class System.Collections.Generic.LinkedListNode`1<!0>
Previous

[C#]
public System.Collections.Generic.LinkedListNode<T> Previous { get; }
```

Summary

Gets the previous node in the System.Collections.Generic.LinkedList`1<T>.

Property Value

A reference to the previous node in the
System.Collections.Generic.LinkedList`1<T>, or null if the current node is the first
element (System.Collections.Generic.LinkedList`1<T>.First) of the
System.Collections.Generic.LinkedList`1<T>.

LinkedListNode<T>.Value Property

```
[ILAsm]
.property instance !0 Value

[C#]
public T Value { set; get; }
```

Summary

Gets the value contained in the node.

Property Value

The value contained in the node.

Description

This property is set in the `System.Collections.Generic.LinkedListNode`1<T>.#ctor`.