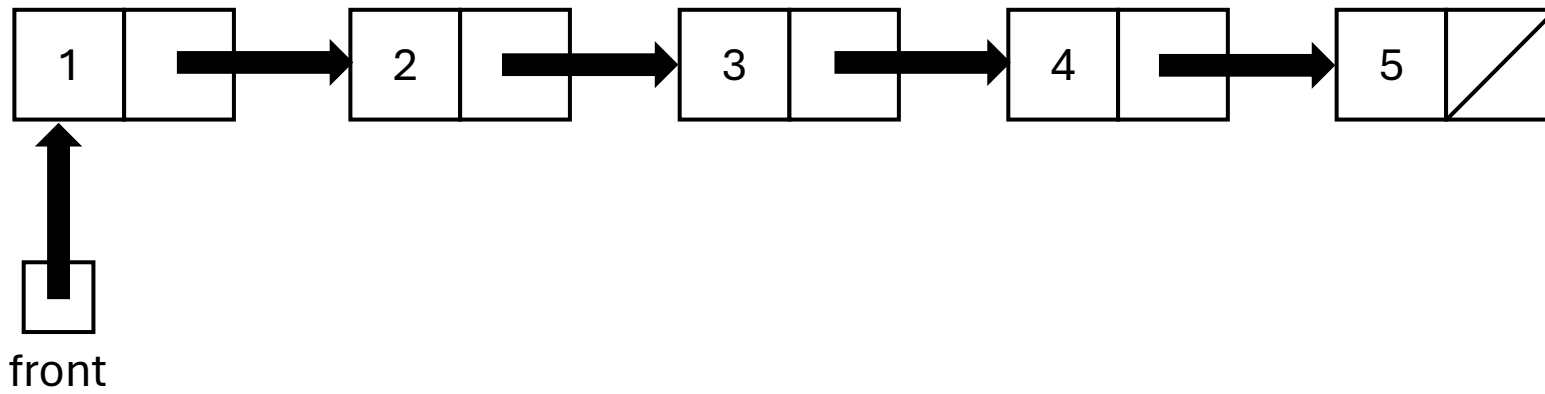
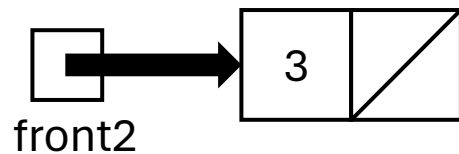
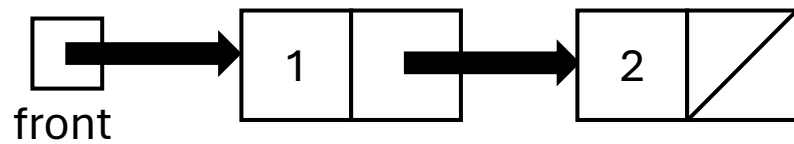
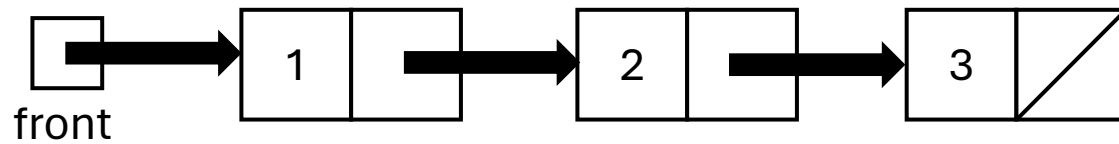


ListNodes



Puzzle!



```
// Option 1:  
ListNode front2 = front.next.next;  
front.next.next = null;
```

```
// Option 2:  
front.next.next = null;  
ListNode front2 = front.next.next;
```

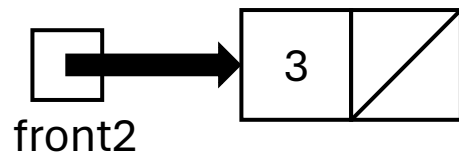
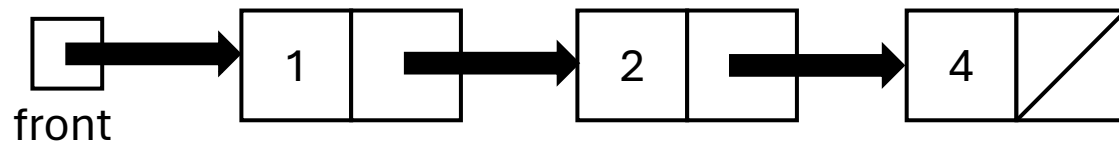
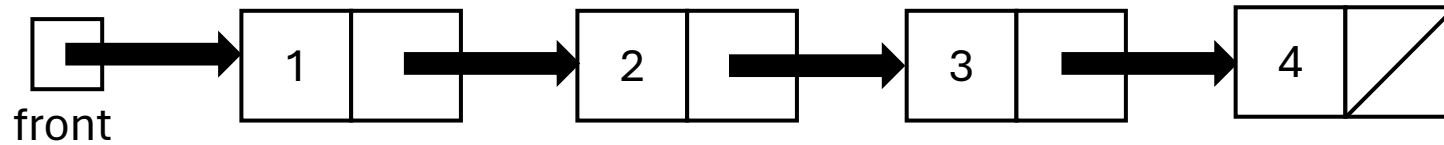
Option 1

```
// Option 1:  
ListNode front2 = front.next.next;  
front.next.next = null;
```

Option 2

```
// Option 2:  
front.next.next = null;  
ListNode front2 = front.next.next;
```

Puzzle!



// Option 1:

```
ListNode front2 = front.next.next;  
front.next.next = front.next.next.next;  
front2.next = null;
```

// Option 2:

```
ListNode front2 = front.next.next;  
front.next.next = front.next.next.next;
```

Option 1

```
// Option 1:  
ListNode front2 = front.next.next;  
front.next.next =  
front.next.next.next;  
front2.next = null;
```

Option 2

```
// Option 2:  
ListNode front2 = front.next.next;  
front.next.next =  
front.next.next.next;
```