

# 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<T>`. This class cannot be inherited.

## Inherits From: System.Object

**Library:** BCL

## Description

Each element of the `System.Collections.Generic.LinkedList<T>` collection is a `System.Collections.Generic.LinkedListNode<T>`. The `System.Collections.Generic.LinkedListNode<T>` contains a value, a reference to the `System.Collections.Generic.LinkedList<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<T>`

]

## LinkedListNode<T> (T) Constructor

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

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

### Summary

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

### Parameters

Parameter	Description
<i>value</i>	The value to contain in the <code>System.Collections.Generic.LinkedListNode`1&lt;T&gt;</code> .

### Description

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

## 1    **LinkedListNode<T>.List Property**

```
2    [ILAsm]  
3    .property instance class System.Collections.Generic.LinkedList`1<!0> List  
  
4    [C#]  
5    public System.Collections.Generic.LinkedList<T> List { get; }
```

### 6    **Summary**

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

### 9    **Property Value**

10      A reference to the System.Collections.Generic.LinkedList`1<T> that the  
11      System.Collections.Generic.LinkedListNode`1<T> belongs to, or null if the  
12      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<T>  
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`.