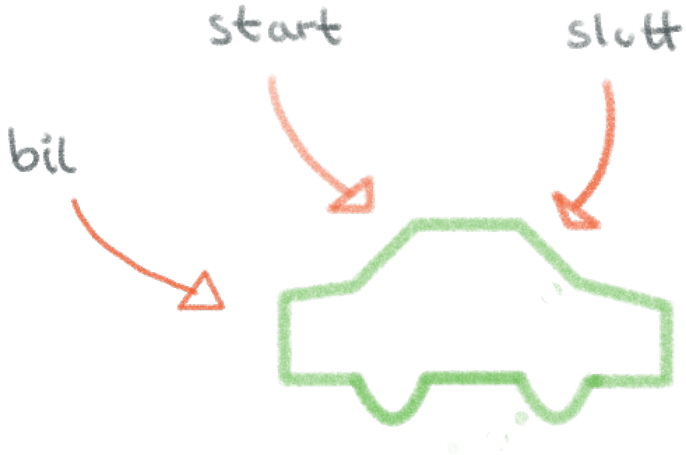
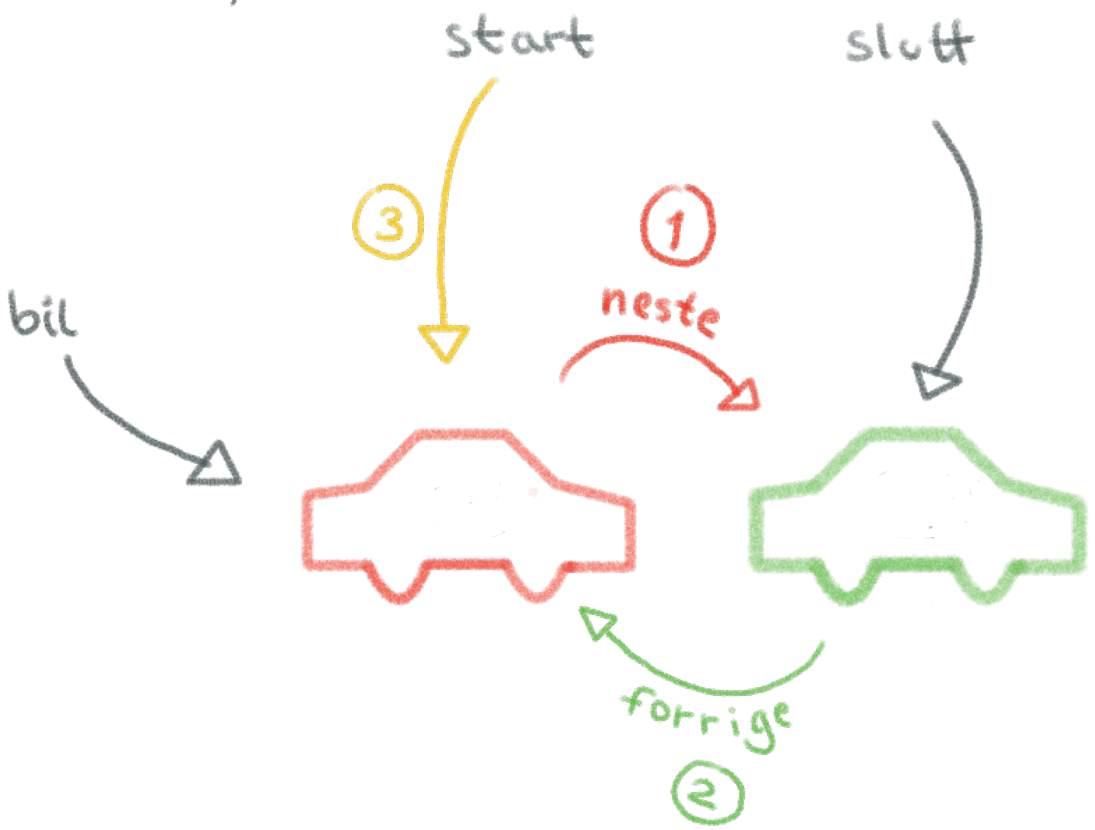
Bilkollektiv

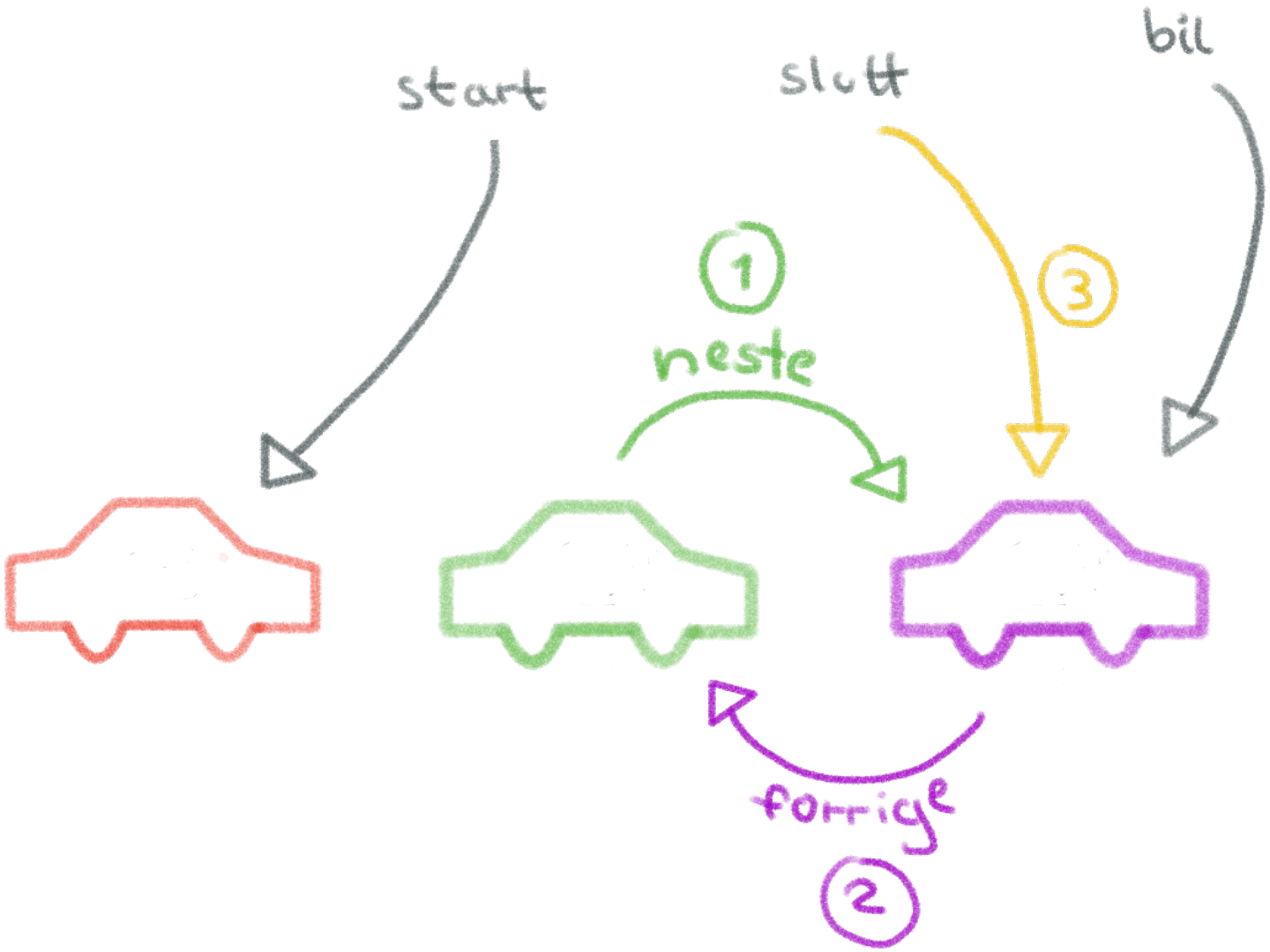
```
void leggTil(Bil bil)
 if (start == null) {
     start = slutt = bil;
  }
```




```
else if (bil.PRIS < start.PRIS) {
    bil.neste = start;
    start.forrige = bil;
    start = bil;
}
```



```
else if (bil.PRIS > slutt.PRIS) {
    slutt.neste = bil;
    bil.forrige = slutt;
    slutt = bil;
}
```



```
else {
    Bil peker = start;
    while (peker.neste != null && peker.PRIS < bil.PRIS) {
        peker = peker.neste
    }
    peker.forrige.neste = bil;
    bil.forrige = peker.forrige;
    bil.neste = peker;
    peker.forrige = bil;
}
```

