public class Quiz1Example {

  private class Node {
    public String name;
    public Node next;

    public Node(String name, Node next) {
      this.name = name;
      this.next = next;
    }
  }

  public static void main(String[] args) {
    Quiz1Example example = new Quiz1Example();
    example.go();
  }

  public void go() {
    Node node1, node2;

    node1 = new Node("Happy", null);
    node2 = new Node("Happy", null);

    if (node1 == node2)
      System.out.println("node1 and node2 are the same.");
    else
      System.out.println("node1 and node2 are not equal.");

    node1 = node2;
    node2.name = "Sleepy";
    System.out.println(node1.name);

    node2 = new Node("Sneezy", node1);
    node1.next = new Node("Grumpy", null);
    System.out.println(node2.next.next.name);
  }
}
1. Write the output of the program Quiz1Example on the opposite page.

2. The statement \( n = \text{new Node(‘‘Dopey’, null); } \) would result in the following figure:

```
    n
    \[ "Dopey"
    \[ null
```

Draw this kind of "box and arrow" diagram showing the state of the program at the end of the method \( \text{go()} \).