

EECE.3220: Data Structures

Key Questions

Finishing queues; linked lists (Lecture 25)

QUESTIONS

1. Describe how standard containers can be used to implement a queue.
2. Describe the properties of a linked list.
3. Explain the algorithms for inserting and deleting data from an ordered linked list.
4. Describe doubly-linked lists.

EXAMPLES

What does the following program print?

```
int main() {
    Stack S;
    Queue Q;

    int list[10] = {3, 10, 0, -5, 9,
                   78, 6, 3220, 1, 1146};

    for (int i = 0; i < 10; i = i + 2)
        S.push(list[i]);

    while (!S.empty()) {
        cout << "S " << S.top() << "\n";
        Q.enqueue(list[S.top()]);
        S.pop();
    }

    while (!Q.empty()) {
        cout << "Q " << Q.front() << "\n";
        Q.dequeue();
    }
    return 0;
}
```

Given the linked list definition below (which is not a class template, but could easily be changed to be):

```
class LList {
public:
    LList();           // Default constructor
    ~LList();         // Destructor
    bool empty();     // True if list is empty
    void insert(int v); // Add new value to list
    void remove(int v); // Remove node with v
private:
    class Node {
    public:
        int val;      // Value in each node—could be general
        Node *next;  // Pointer to next node
    };

    Node *first;     // Pointer to first node
};
```

First, explain the point of defining a Node class inside the LList class. Then, write the member function definitions:

```
// Default constructor
LList::LList() {

}

// Destructor
LList::~~LList() {

}

// True if list is empty
bool LList::empty() {

}
```

```
// Add new value to list  
void LList::insert(int v) {
```

```
}
```

```
// Remove node with v  
void remove(int v) {
```

```
}
```