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CS162 – Final Project Note
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Hi Professor Rooker,

I would like to use a stack and a queue as my two data structures for the final project.

The stack would work well for when a creature is killed because the creature in last place will be first to enter the stack and last to exit. It seems like this would be optimal for when I want to print out the places the creatures came in.

The queue would be good for the winner's bracket because the first creature chosen will be the first to fight, and once the creature has won, it can move to the end of the queue and start over. I was also considering a deque, but I'm not sure if I really need the ability to add a creature to both sides of the container, so I think queue would be better.

What do you think?

Thanks,

Taylor Buchheit