```
1
   #include "nodes_LLoLL.h"
   #include "cnPtrQueue.h"
 3
   #include <iostream>
 4 using namespace std;
 5
 6 namespace CS3358_FA2021_A5P2
 7
 8
       void Destroy_cList(CNode*& cListHead)
 9
10
          int count = 0;
11
          CNode* cNodePtr = cListHead;
12
          while (cListHead != 0)
13
             cListHead = cListHead->link;
14
15
             delete cNodePtr;
16
             cNodePtr = cListHead;
17
             ++count;
18
19
          cout << "Dynamic memory for " << count << " CNodes freed"</pre>
20
               << endl;
21
       }
22
23
       void Destroy_pList(PNode*& pListHead)
2.4
25
          int count = 0;
26
          PNode* pNodePtr = pListHead;
27
          while (pListHead != 0)
28
29
             pListHead = pListHead->link;
30
             Destroy_cList(pNodePtr->data);
31
             delete pNodePtr;
32
             pNodePtr = pListHead;
33
             ++count;
34
35
          cout << "Dynamic memory for " << count << " PNodes freed"</pre>
36
               << endl;
37
38
       // do depth-first traversal and print data
39
       void ShowAll_DF(PNode* pListHead, ostream& outs)
40
41
42
          while (pListHead != 0)
43
44
             CNode* cListHead = pListHead->data;
45
             while (cListHead != 0)
46
47
                outs << cListHead->data << " ";
48
                cListHead = cListHead->link;
49
50
             pListHead = pListHead->link;
51
52
53
54
       // do breadth-first (level) traversal and print data
55
       void ShowAll_BF(PNode* pListHead, ostream& outs)
56
57
          if(pListHead != NULL);
58
          cnPtrQueue A;
59
          CNode* cur = NULL;
60
          while(pListHead != NULL){
61
            if (pListHead->data != NULL){
62
                A.push(pListHead->data);
63
64
            pListHead = pListHead->link;
65
66
          while(!A.empty()){
```

```
67
          cur = A.front();
68
         A.pop();
69
         outs << cur->data << " ";
70
         if (cur->link != NULL) {
71
           A.push(cur->link);
72
       }
73
     }
74
75 }
```