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Test 1 Review

* Insert at location function
  + Temp-> next = location->next;

Location->next = temp;

* Remove function
  + Next = next->next;
* Exam questions
  + True false
  + Multiple choice
  + Small blocks of code
* Exam Material
  + 2D Arrays: create, manipulate
  + Typedef
    - Renaming types
  + Enumerated types (enum)
    - Does integer values for types
    - Enum suits{clubs, hearts = 10, spades = 20, diamonds}; // diamonds will be 21, clubs will be 0
  + Classes
    - Public
    - Private
    - Friend, operator overloading, constructor, destructor
      * Know how to code a destructor
      * Know when to call a destructor
        + You need a destructor if using new

Or else causes memory leak // know what it is

* + Stacks and queues
    - What they are and what operators work with them
    - Know how to write for instance a insert function
    - UNDERSTAND circular arrays
    - BE CAREFUL WITH CLEAR AND DESTRUCTORS
  + Link list
    - What operators they use
    - What a link list is
    - BE ABLE TO CODE A NODE CLASS
    - BE CAREFUL WITH CLEAR AND DESTRUCTORS
  + Pointers
    - Create a pointer, point to an object, use new and delete, access object functions with a pointer
      * Pet \*p, pet1; p = new pet(); // or p = &pet1 // does different things
        + Pet1.feed()
        + P->feed();