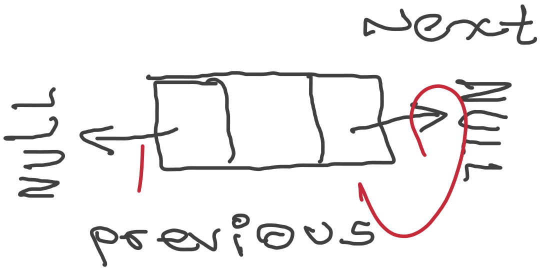
DESAFIO

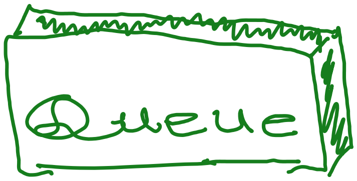
sábado, 20 de enero de 2024 22:36

FUNCIONALIDAD PARA QUE EL JUEGO SE ADAPTE PARA CUANDO EL USUARIO QUIERA JUGAR ENTRE NUMEROS DE 1 – 100 O 1- 1000

EDD LAB
NODO

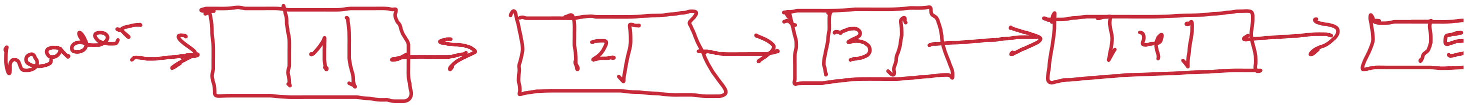

next
NULL
NULL
previous

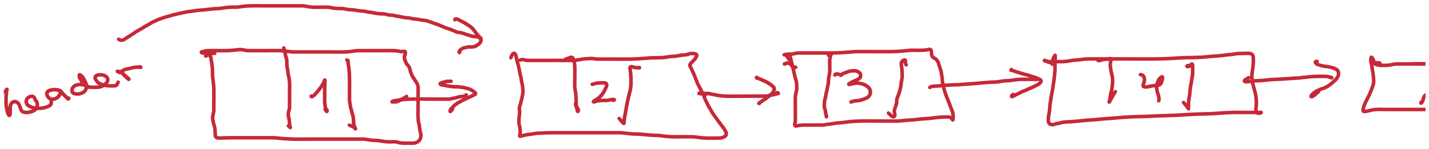
hola

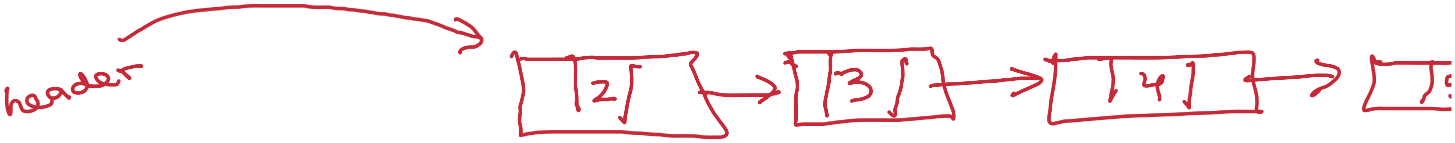


● clear;

FIFO


header
1
2
3
4

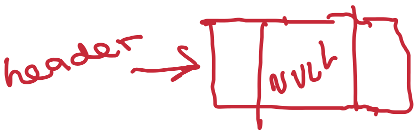

header
1
2
3
4



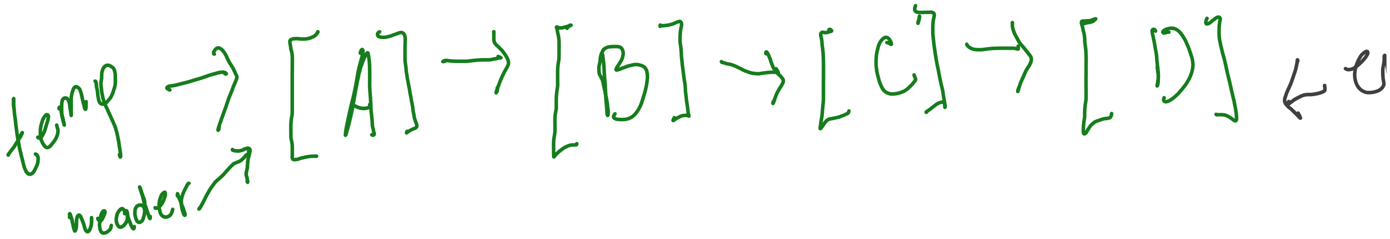
recorriendo hasta vaciar la cola

repitiendo hasta vaciar la cola

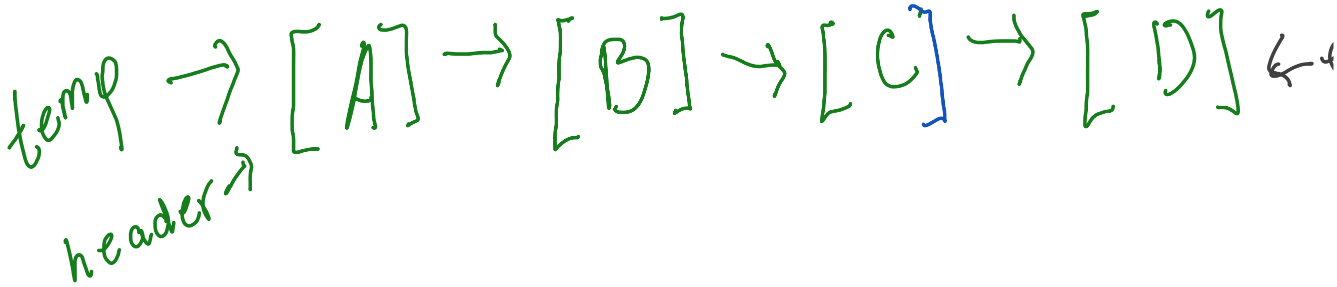
↳ isEmpty

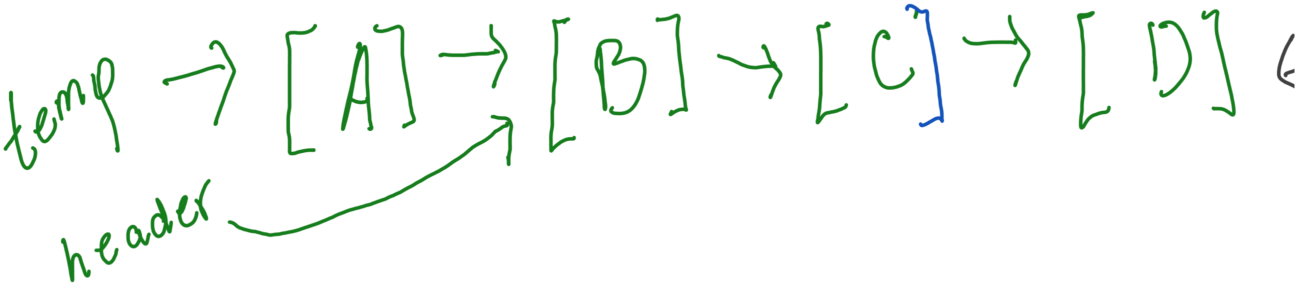

header
null

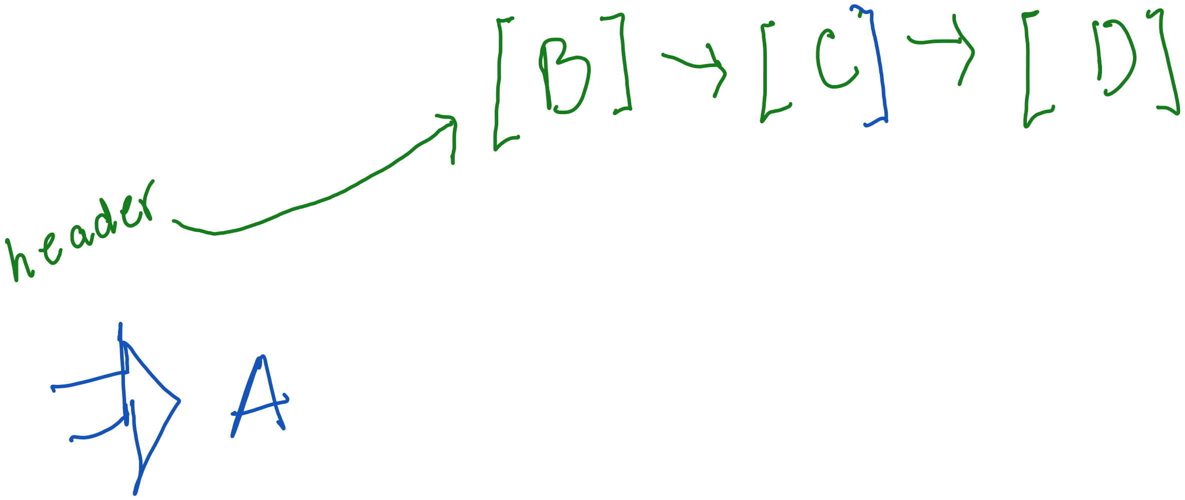
↳ peek


temp
A
B
C
D
header

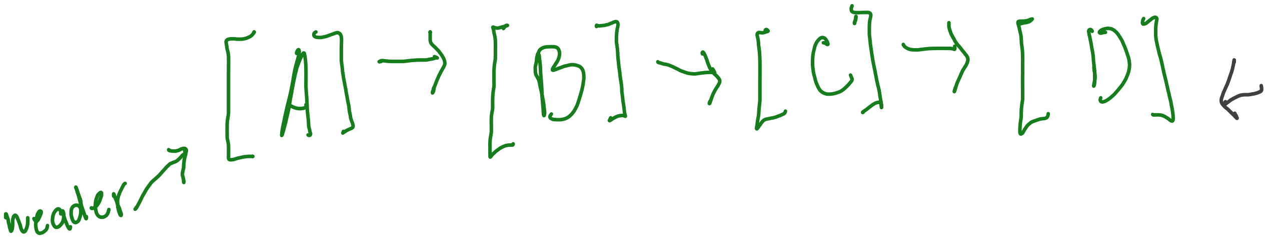
↳ remove

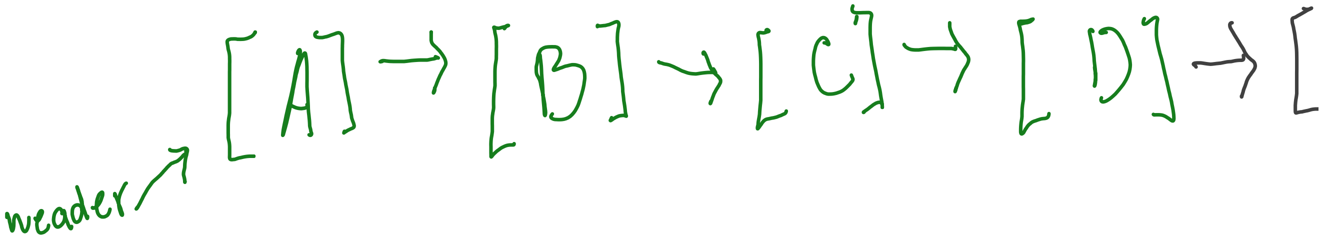

temp
A
B
C
D
header

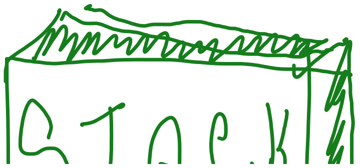

temp
A
B
C
D
header


header
[B] → [C] → [D]
⇒ A

↳ add


weader
[A] → [B] → [C] → [D] ←


weader
[A] → [B] → [C] → [D] → [



LIFO

↳ clear

[A] ← top
[B]
[C]

node → [A] ← top
[B]
[C]

↳ isEmpty

[NULL] ← top

↳ peek

[A] ← top
[B]
[C]

↳ pop

[A] ← top
[B]

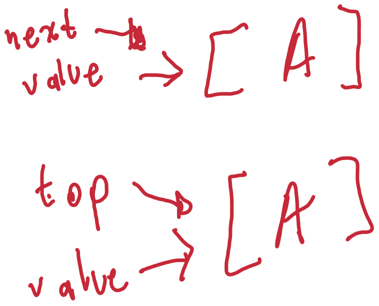
[A] ← node
← top
[B]

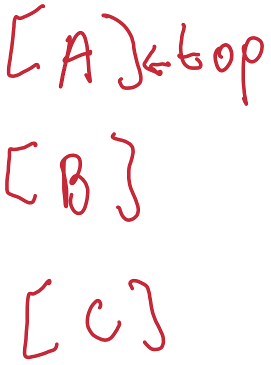
[A] ← node
[B] ← top

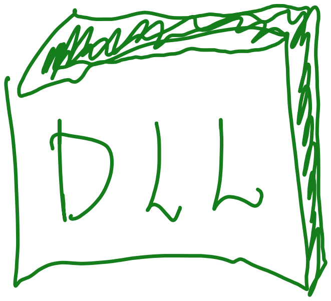
[C] [C] [C]

⇒ A

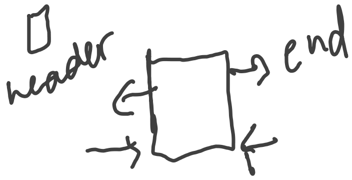
↳ push

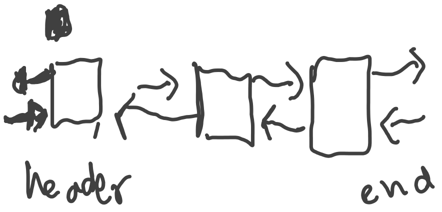

next
value
[A]
top
value
[A]

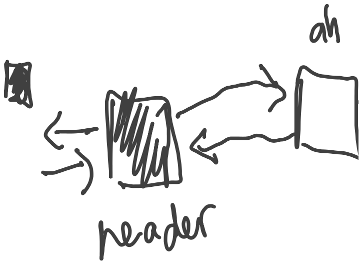




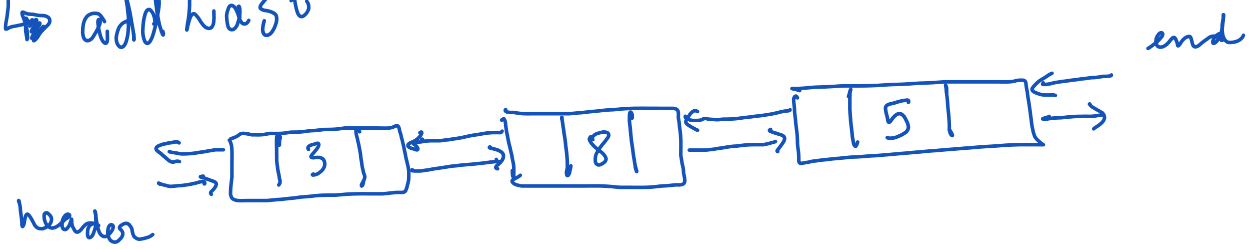
↳ addFirst

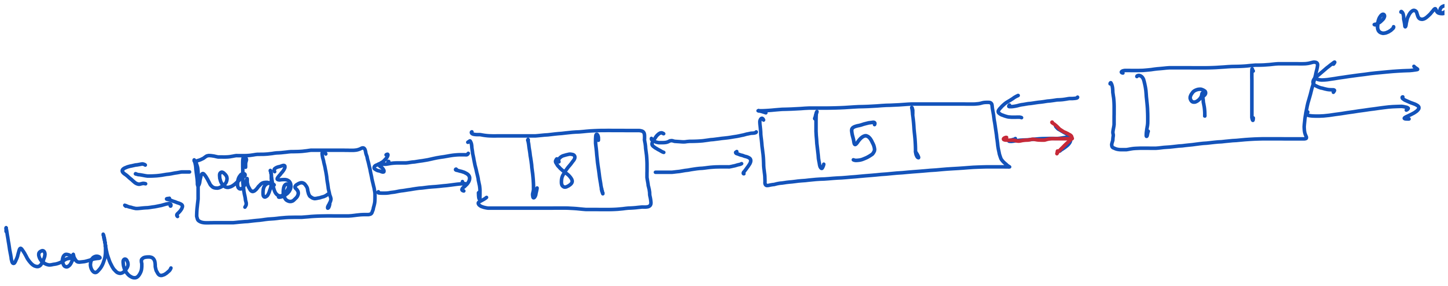




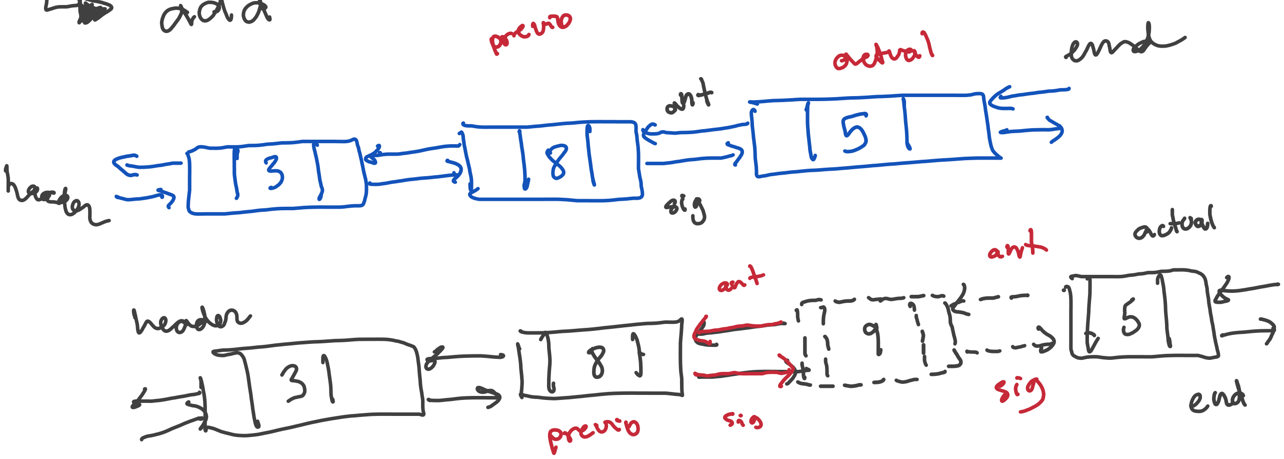


↳ addLast

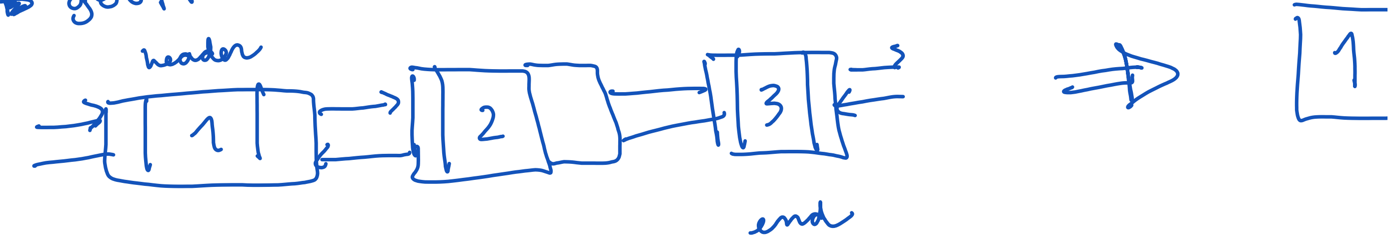

3
8
5
end
header


header
8
5
9
header

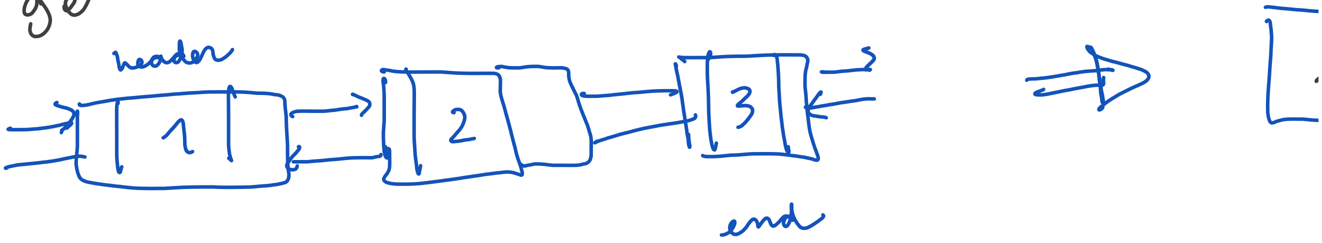
add


previo
actual
end
ant
header
3
8
5
sig
ant
actual
ant
header
3
8
9
5
previo
sig
sig
end

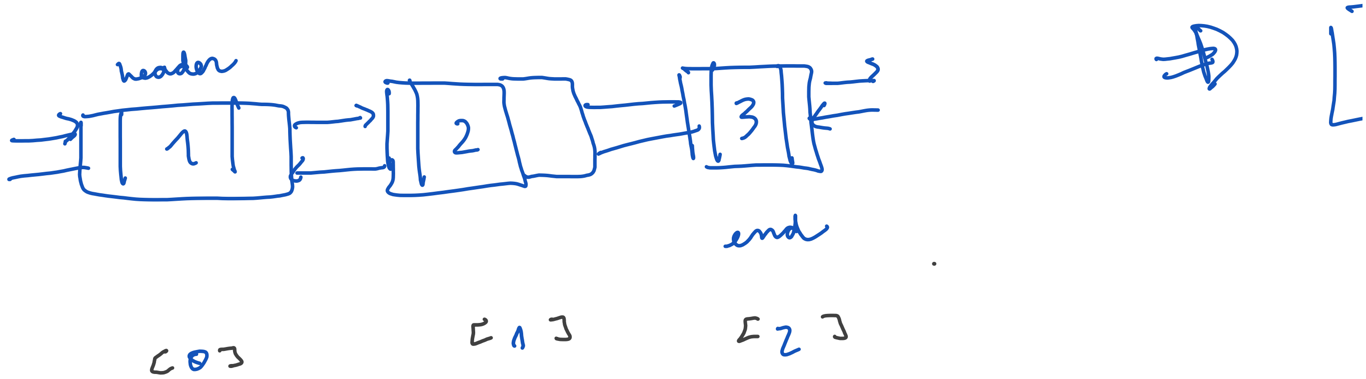
getFirst


header
1
2
3
end
1

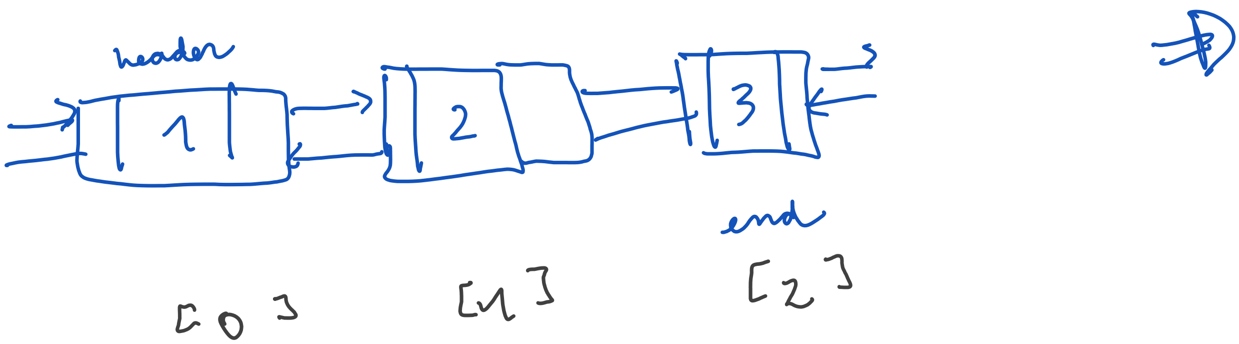
getLast


header
1
2
3
end

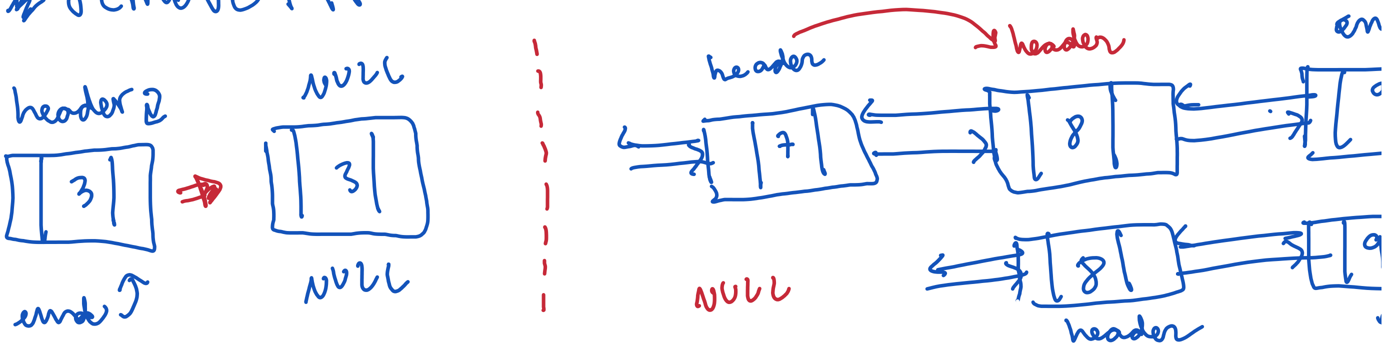
↳ get (1) ✓ ×


header
1
2
3
end
[0]
[1]
[2]

↳ indexOf [1] ✓ ×

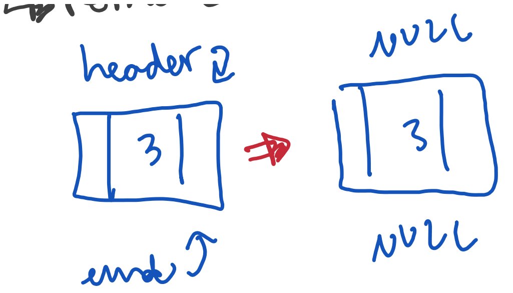

header
1
2
3
end
[0]
[1]
[2]

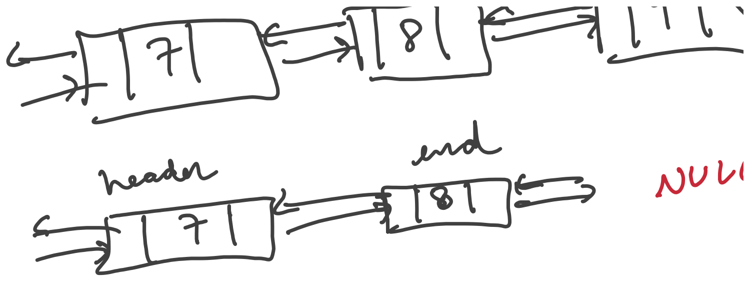
↳ removeFirst


header
3
end
NULL
3
NULL
header
header
7
8
NULL
8
header

↳ removeLast

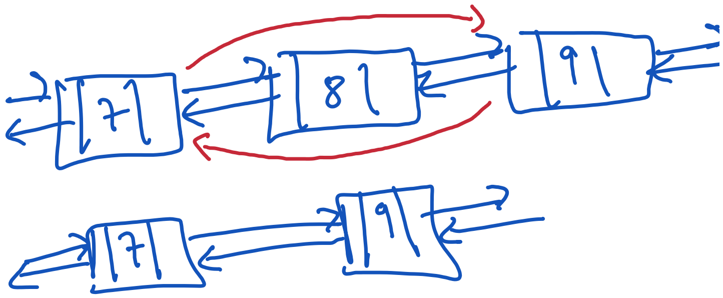
header
end
end


header
3
NULL
3
end
NULL


7
8
header
7
end
8
NULL

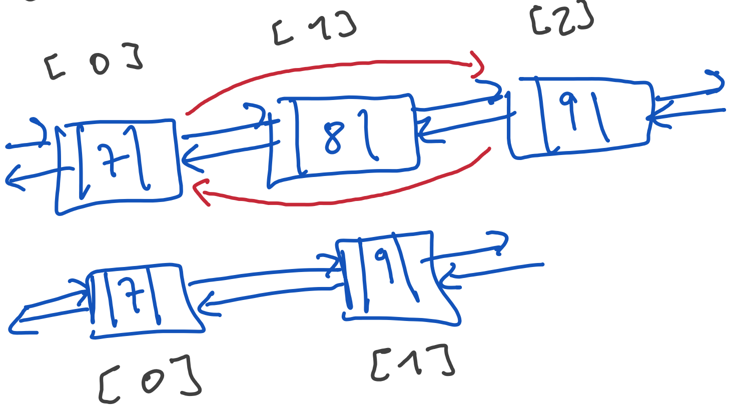
↳ remove

remove first HEADER
remove Last END

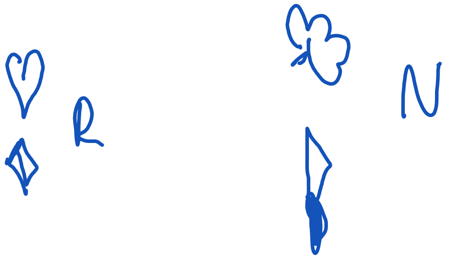


[1]

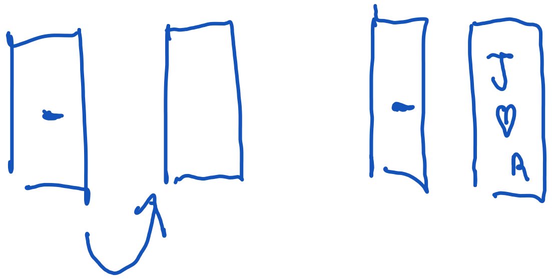
↳ remove Index


[0]
[1]
[2]
7
8
9
7
9
[0]
[1]

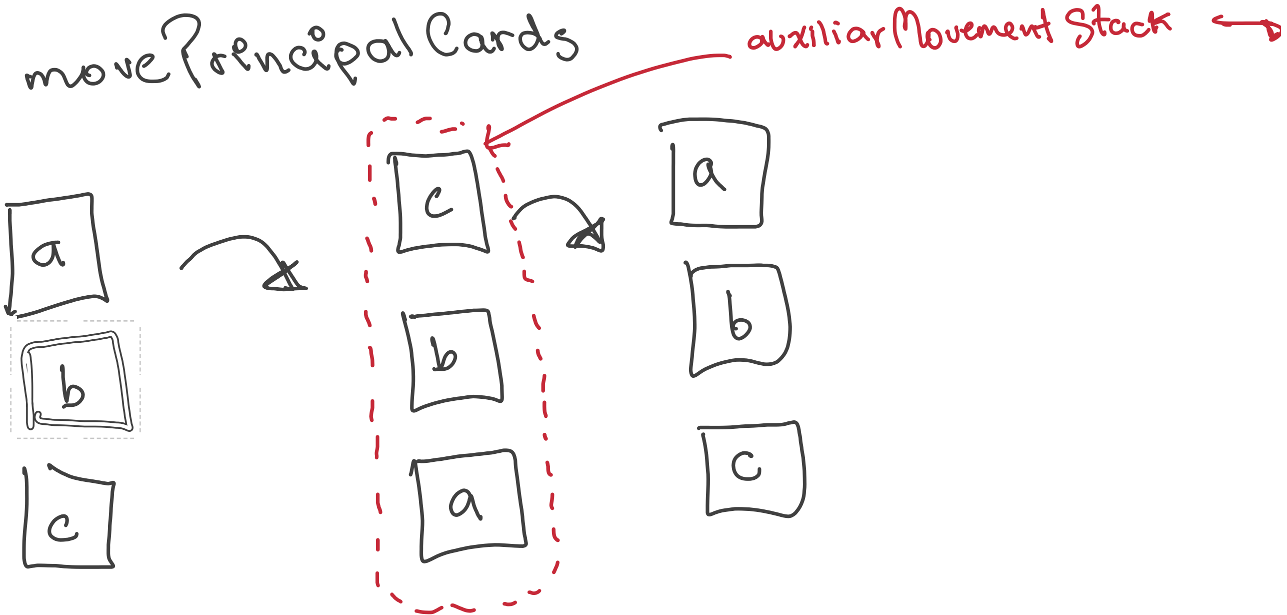
Movement Driver

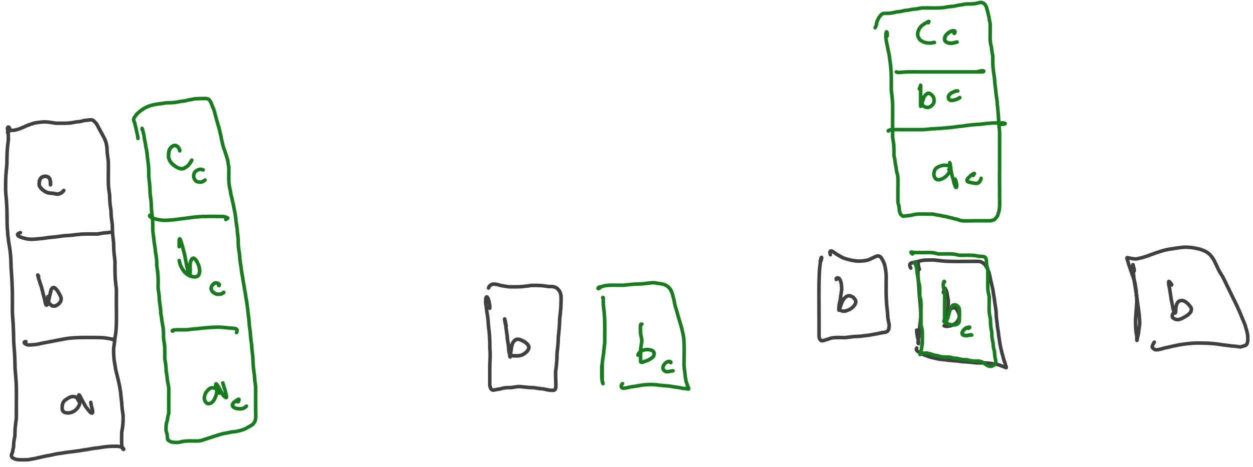


↳ move Queue



↳ movePrincipalCards


auxiliarMovement Stack
a
b
c
c
b
a
a
b
c


c
b
a
Cc
bc
ac
b
bc
Cc
bc
ac
b
bc
b