CSC-363: Problem Set 4: C/C++ I

For this homework, you will implement a LinkedList class: a template implementation of a singly-linked list.

Linked List

The LinkedList class *must* be implemented with head and tail sentinel nodes. The LinkedList class will inherit from the abstract class ListInterface shown below. Your LinkedList class will implement all functions defined in the ListInterface and test accordingly with those tests described in LinkedListTester.

```
template <typename T>
class ListInterface
   // Returns the first element in the list
   virtual T& first() const = 0;
   // Returns the first element in the list
   virtual T& last() const = 0;
   // Determines if the linked list contains no elements.
   virtual bool isEmpty() const = 0;
   // Returns the number of elements in this container
   virtual unsigned size() const = 0;
   // Adds an item to the left side of the linked list
   virtual void push(const T& x) = 0;
   // Removes and returns an item from the left side of the queue.
   virtual bool pop() = 0;
   // Returns the item at the given index: list[n]
   // @throws a std::string exception if n is out of bounds.
   virtual T& operator[](unsigned n) = 0;
   // Determines if a target value is in the LinkedList; uses == for equality
comparison
   virtual bool contains(const T& target) const = 0;
   // Erase an element in the linked list (not based on an iterator)
   virtual bool remove(const T& target) = 0;
   // Returns the 1-based position where an object is on this queue.
   // If the object target occurs as an item in this queue, this function
   // returns the distance from the top of the queue of the occurrence
   // nearest the top of the queue; the topmost item on the queue is
   // considered to be at distance 1. The overloaded == function is used to
   // compare target to the items in this queue.
   virtual int search(const T& target = T{}) const = 0;
   // Delete everything from the linked list
   virtual void clear() = 0;
};
```

Testing

A complete test suite has been provided. The main function initiates the complete test suite for LinkedList.

Notes

- Make sure to review the provided code.
- Recall, that when defining a template class in C++, both the class definitions and all functions must be defined in the same file (a .hpp file).

Submitting

Header Comments

Your program must use the following standard comment at the top of *each source code file*. Copy and paste this comment and modify it accordingly.

Inline Comments

Please comment your code with a *reasonable amount of comments* throughout the program. Each function should have a comment that includes information about input, output, overall operation of the function, as well as any limitations that might raise exceptions. Each *block* of code (3-4 or more lines in sequence) in a function should be commented.

It is prohibited to state *long* comments to the right of lines of source code.

Proof of Program Execution

Execute your code and take a screenshot of the associated output window. Place these *labeled* screenshots into a word processing document (Word, OpenOffice, GoogleDocs, etc.) in an ordered manner.

Last, create a PDF of this document and call it evidence.pdf.

Verification of Proper Memory Management

Your implementation should have no memory leaks; include a screenshot of the output window in the evidence.pdf file.

Indicates a Leak:

Indicates no memory leaks.

```
Show output from: Debug

'Linked List and Doubly Linked List.exe' (kin32): Loaded 'C:\kindows\SysMOMS-KernelBase.dl1'. Cannot find or open the PDB file.
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```

Source Code Files

Place all source files (only *.cpp, *.hpp, *.h) into a folder name src.

Final Submission File

In a folder named lab, place (1) folder src, and (2) evidence.pdf. Zip folder lab and label that zip file as lab.zip.

Submit your zip file on Moodle.