Project 9 Documentation

Carson Case

CS 202

This project feels, in many ways an extension of the last one. And in that I was able to complete it in much less time as I learned a few tricks. An example being that the copy constructor and assignment operator do not have to copy over an entire linked list, but rather they only have to copy over the head as the pointer will still point to the same memory addresses. I guess this would be a shallow copy that would be worthless once one of the lists is deleted but it certainly saves time and computer resources and is acceptable for this project.

The arrayQueue data structure is pretty self explanatory as it’s just an array that has particular method of inserting and removing members. The Node Queue is slightly more interesting but it’s still basically a linked list. However, unlike a normal linked list the node queue again only inserts and removes data in a certain fashion. This is easier than a traditional linked list as it does not require me to write code for insertion. The Node Queue also features most of the mistakes in this program as there seems to be an issue in finding the right back element of the queue. It returns 0,0 when it should be 5,.5. Given more time I would have examined this issue further and found the source of the problem.