**Pseudocode for CollectionDatabase program:**

**struct languages**

initialize character array name[60]

intitialize integer releaseDate

intitialize struct languages \*next

initialize pointers *\*start*, *\*ptempt*, *\*current* for struct languages

**void main**

intitialize prototype **printCollection**

intitialize prototype **getCollection**

initialize character array *input*[60]

intitialize *itemCount* equals 0

print “This program creates a collection of programming languages and their release dates”

while *input* does not equal “DONE”

print “Type DONE to stop or press enter to continue”

store response into *input*

If *input* equals newline character

**getCollection(***itemCount***)**

increment itemCount once

**printCollection**

**void getCollection**

initialize character array *langName*[60]

intitialize character array *dateString*[60]

intitialize integer *dateNum*

ask user for language name

store answer into *langName*

ask user for language’s relase date

store answer into *dateString*

parse character array *dateString* into *dateNum*

*current* equals a memory allocation of the size of struct languages

copy the string *langName* into the *name* variable of current structure

store the integer *dateNum* into the *releaseDate* variable of current structure

have the *next* pointer in current structure equal NULL

if first structure created

have *start* equal the current structure

have *ptemp* equal the current structure

else

have the *next* pointer in *ptemp* equal current structure

have *ptempt* equal current structure

return

**void printCollection**

print “Language: Release Date:”

for every structure

print the current structure’s *name* and *releaseDate*

return

Collection:

Java - 1995

C - 1972

Pascal - 1970

Python - 1991

C++ - 1983

&n1

*start*

Java | 1995 | &n2

C | 1972 | &n3

Pascal | 1970 | &n4

Python | 1991 | &n5

C++ | 1983 | NULL