Project Github link: https://github.com/CatherineMSilva/LinkedListADT

Security Issues I Have addressed so far:

1. Changing my list destructor and making sure to destroy nodes as well.
2. Changing cin.get() to getline() and implementing it so that my program can now handle larger and empty string inputs while still only outputting once.
3. Making my getters constants
4. Implementing my delete and update functions correctly.
5. Planning on implementing …

How I implemented #1:

* I updated my destructor in my list.cpp file in hopes that it is now more complete. I had originally left it blank without any implementation, so I am hoping that this new code allows for list and node destruction.
* <https://github.com/CatherineMSilva/LinkedListADT/commit/12ce576ba318f85bf8a012b0dd3b4e1284ae41cf>

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How I implemented #2:

* I was able to change my cin.get to .getline which also then allowed me to add a max of number of characters to my users inputs. This made sure that multiple characters inputted by the user did not result In multiple outputs of the program itself. I was able to do this while still allowing the program to take an empty string as an input as well without any crashes. However, I was not able to add a limit on how many characters the user is allowed to input, so this will be another security hole for now until I am able to find a way to change that. Right now, the user can input up to 60 chars without the program breaking, I would like to make this the limit as well in the future.
* <https://github.com/CatherineMSilva/LinkedListADT/commit/3ddda724a491e7ad31cc95ecbfa1fe420c2d4467>

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How I implemented #3:

* This one was simple and straightforward; I made my getters constant like you asked.
* <https://github.com/CatherineMSilva/LinkedListADT/commit/12ce576ba318f85bf8a012b0dd3b4e1284ae41cf>

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How I implemented #4:

* I was able to just double check that my delete and update functions worked and then implemented them into the code.
* <https://github.com/CatherineMSilva/LinkedListADT/commit/12ce576ba318f85bf8a012b0dd3b4e1284ae41cf>

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What I plan on implementing in the future #5:

* I know that I might need to double check my destructor so I will be waiting for feedback on that.
* I also know that I still have some memory leak and pointer issues I need to go back and fix. Specifically new nodes and using shared pointers instead of the ones I have right now. I will begin to work on these issues asap.