

# Computer Information Systems 23 - Homework 7

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Use the following figure to answer the questions below.

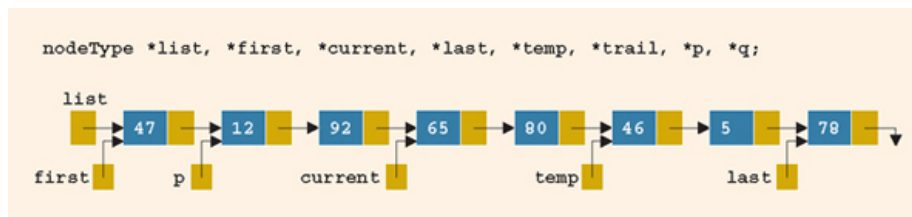


Figure 1: Homework 7 Linked List

## Problem 1

(15 points) What is the value of each of the following relational expressions (true or false)?

- `temp->link == 0`
- `last->link == nullptr`
- `list->link == p`

## Solution

1. `temp->link == 0`

This is saying that `temp->link` is NULL, which is **false**, since there is a node after `temp`. The correct statement would be `last->link == 0`.

2. `last->link == nullptr`

This is **true**, by the above (since `nullptr == NULL == 0`.)

3. `list->link == p`

This is **true**, since `list` is a pointer that points to the first node and `p` is a pointer that points to the second node.

## Problem 2

(10 points) What are the effects, if any, of each of the following C++ statements?

- `temp->link = last;`
- `first->info = 58;`

### Solution

**1. `temp->link = last;`**

`temp` currently points to the node containing 46, and `temp->link = last` sets the link from that node to point at the node containing 78. This effectively removes the node containing 5 from the list (but does not clear the data from memory).

**2. `first->info = 58;`**

This changes the data stored in the first node from 47 to 58. It leaves the first node's link and the rest of the list unchanged.

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## Problem 3

(15 points) Write a C++ statement to perform the following:

- Advance **first** to point to the next node.
- Make **trail** point to the node before **current**.
- Make **p** point to an empty list.

### Solution

1. Advance **first** to point to the next node.

```
first = first->link;
```

2. Make **trail** point to the node before **current**.

The following code block will make **trail** point to the node just before **current** from first principles:

```
nodeType tempNode = head;
```

```
// Traverse through the list until the NEXT node is `current`
while (tempNode->link != current)
{
    tempNode = tempNode->link;
}
```

```
trail = tempNode;
```

Alternatively, we could write **trail = p->link;**, since **p** is currently set to be two nodes before **current**.

3. Make **p** point to an empty list.

```
p = NULL;
```

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