5-1) List Quiz

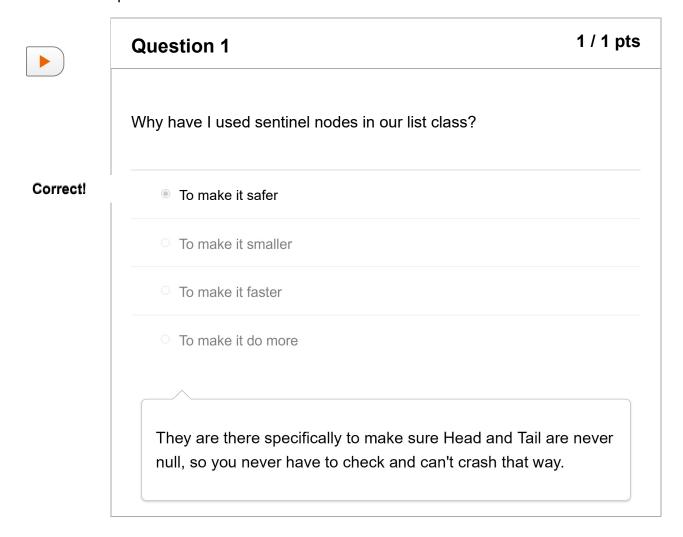
Due No due datePoints 4Questions 4Available Sep 22 at 12am - Sep 22 at 11:59pm 1 dayTime Limit None

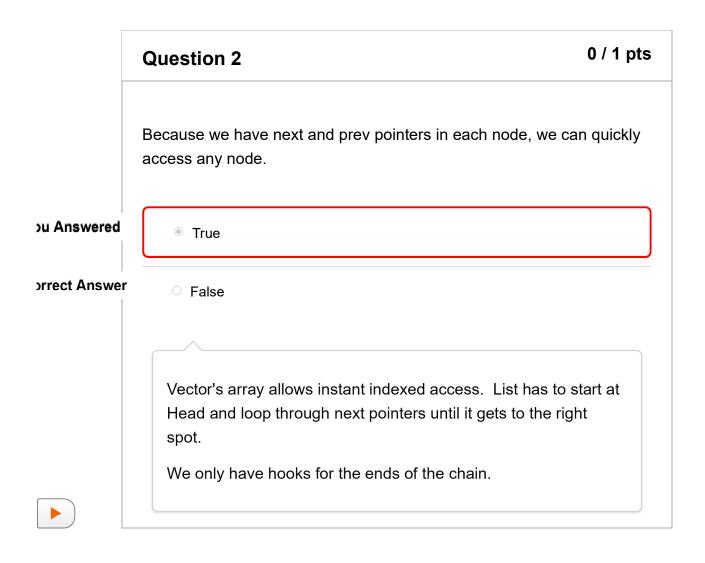
This quiz was locked Sep 22 at 11:59pm.

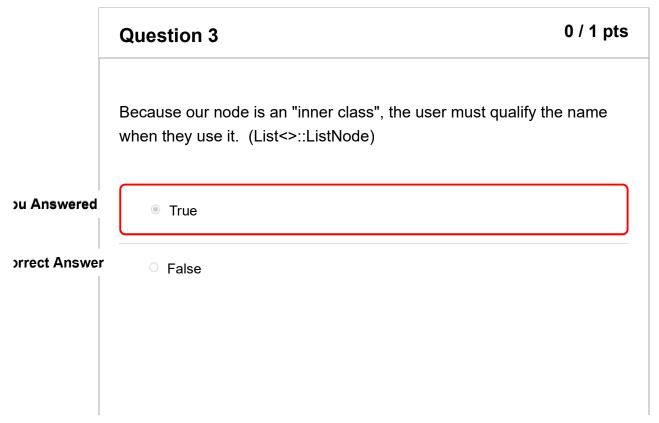
Attempt History

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LATEST Attempt 1 4 minutes	1 out of 4

Score for this quiz: **1** out of 4 Submitted Sep 22 at 12:47pm This attempt took 4 minutes.







They would if they were allowed to, but the node is private so the user can't even see it. We don't want them to know how we work.

Question 4 0 / 1 pts

I have two pointers, A and B. They are each pointing at valid nodes. The next and prev pointers of those nodes are correctly set up to make A and B adjacent.

I want to put a new node pointed at by C in between those two. What is wrong with the code below?

```
// In an Insert method
ListNode *C = new ListNode;
A->mNext = C;
B->mPrev = C;
```

ou Answered

mNext and C aren't the same type

orrect Answer

- C's node doesn't point at anything
- A or B could be null and could crash.
- Next and Prev don't have new's

- A) Yes they are. ListNode pointers
- C) Because of sentinel nodes, we know for sure they are not null
- D) One new per object. Draw this process, and you'll see you only draw one new box. Next and Prev are pointers pointing at existing nodes, which is fine.

Quiz Score: 1 out of 4

