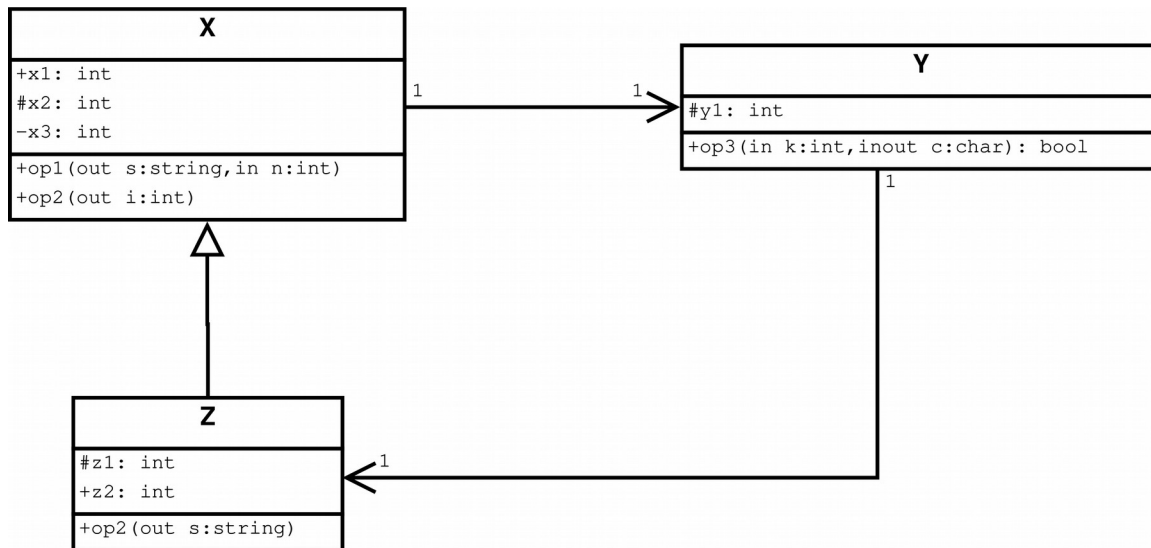


# COMP 2404

## Midterm Exam Solution -- Version 1

1. [2 marks] c
2. [2 marks] b
3. [2 marks] a
4. [2 marks] b
5. [2 marks] d

6. [20 marks]



### Grading:

- 3 marks: X attributes with correct access specifier, 1 mark each
- 3 marks: X operations, 1 mark each correct parameter
- 2 marks: Z attributes with correct access specifier, 1 mark each
- 1 mark: Z operation
- 1 mark: Y attribute with correct access specifier
- 3 marks: Y operations, 1 mark each correct parameter and return type
- 3 marks: inheritance relationship between X and Z
- 2 marks: composition relationship between X and Y, with directionality and multiplicity
- 2 marks: composition relationship between Y and Z, with directionality and multiplicity
- -1 mark: each object shown as attribute

7. [8 marks]

```
void Dlist::pushFront(Animal* critter)
{
    Node* newNode;

    // 4 marks for allocating and initializing new node
    // -- 2 marks allocating node
    // -- 1 mark initializing data
    // -- 1 mark initializing prev
    newNode = new Node;
    newNode->data = critter;
    newNode->prev = 0;
    newNode->next = 0;

    // 1 mark for linking the rest of the list
    newNode->next = head;

    // 2 marks for setting old head's prev, if not null
    if (head != 0)
        head->prev = newNode;

    // 1 mark for setting head to new node
    // -1 mark for deleting new node
    head = newNode;
}
```

8. [12 marks]

```
Animal* Tlist::popBack()
{
    Animal* goner;
    Node* currNode;
    Node* prevNode;

    // 2 marks for dealing with empty list case
    if (head == 0)
        return 0;

    // 2 marks for finding the end of the list
    currNode = head;
    prevNode = 0;
    while (currNode != tail) {
        prevNode = currNode;
        currNode = currNode->next;
    }
    // 1 mark for saving last element
    goner = tail->data;
    // 1 mark for deleting tail node
    delete tail;

    // 3 marks for dealing with single element case
    if (prevNode == 0) {
        head = tail = 0;
    }
    // 2 marks for dealing with regular case
    else {
        prevNode->next = 0;
        tail = prevNode;
    }
    // 1 mark for returning last element
    return goner; }
```