lab 08: Linked Lists

Instructions: For this lab we will complete our implementation of a Singly Linked List and a Doubly Linked List

Implement the following classes and functions:

```
/* SLL = Singly Linked List */
template<class T>
class SLList {
    private:
        /* Class exercise to fill in. */
    public:
        /* Empty constructor shall create an empty Linked List! */
        SLList();

        /* Do a deep copy of sll into the this.
         * Note: This one uses a reference to a Singly Linked List!
         */
        SLList(const SLList<T> &sll);

        /* Deconstructor shall free up memory */
        ~SLList();

        /* Return the current length of the Singly Linked List */
        int getLength() const;

        /* Insert at the end of the list.*/
        bool append(const T &val);

        /* Insert val at position pos.
         * Return true if successful (it can be placed.)
         * Otherwise return false.
         */
        bool insert(const int pos, const T &val);

        /* Print out the Singly Linked List */
        void print() const;

        /* Remove the first instance of val
         * Return true if found and removed.
         * Otherwise return false.
         */
        bool remove(const T &val);

        /* Retrieves the element at position pos */
        T& operator[](const int pos);
```

```
41
42          /* Returns if the two lists contain the same elements in the
43           * same order.
44           */
45          bool operator==(const SLList<T> &list) const;
46  };
47
48
49  /* DLL = Doubly Linked List */
50  template<class T>
51  class DLList {
52      private:
53          /* Class exercise to fill in. */
54      public:
55          /* Empty constructor shall create an empty Linked List! */
56          DLList();
57
58          /* Do a deep copy of dll into the this.
59           * Note: This one uses a reference to a Singly Linked List!
60           */
61          DLList(const DLList<T> &dll);
62
63          /* Deconstructor shall free up memory */
64          ~DLList();
65
66          /* Return the current length of the Singly Linked List */
67          int getLength() const;
68
69          /* Insert at the end of the list.*/
70          bool append(const T &val);
71
72          /* Insert val at position pos.
73           * Return true if successful (it can be placed.)
74           * Otherwise return false.
75           */
76          bool insert(const int pos, const T &val);
77
78          /* Print out the Singly Linked List */
79          void print() const;
80
81          /* Remove the first instance of val
82           * Return true if found and removed.
83           * Otherwise return false.
84           */
85          bool remove(const T &val);
86
87          /* Retrieves the element at position pos */
```

```
88          T& operator[](const int pos);
89
90          /* Returns if the two lists contain the same elements in the
91           * same order.
92           */
93          bool operator==(const DLList<T> &list) const;
94  };
```

Some Questions to Answer:
1) What is the performance difference for append between an Array, SLList, and DLList?
2) What is the performance difference for insert between an Array, SLList, and DLList?
3) What is the performance difference for operator[] between an Array, SLList, and DLList?
4) What is the performance difference for remove between an Array, SLList, and DLList?
5) What is the performance difference for search between an Array, SLList, and DLList?
You may answer in the comments of your code or in a separate .txt/.doc document.

Write some test cases:
Create some test cases, using cxxtestgen, that you believe would cover all aspects of your code. We will be creating some of these test cases in class.

Memory Management:
Now that are using new, we must ensure that there is a corresponding delete to free the memory. Ensure there are no memory leaks in your code!

How to turn in:
Turn in via GitHub. Ensure the file(s) are in your directory and then:

- $ git add <files>
- $ git commit
- $ git push

Due Date: February 11, 2019 2359

Teamwork: No teamwork, your work must be your own.