Lab Report 03

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# Problem

State the given problem clearly in one’s own words. Copy and pasting from the assignment will result in an overall 0 for the entire lab report.

The problem for this lab was that we needed to create a linked list queue that would perform methods that the tester required so that it could work.

# Solution

Explain how the program solves the problem. This description must be detailed and high-level without using the direct implementation – do not just copy and paste the programming solution’s code. You may think of this as explaining how the software works to another non-computer entity, like a human. It should cover the finer points of the lab while justifying implementation decisions. While pseudocode may be used it must be accompanied by said clear and understandable description. Flow Charts and graphics are strongly encouraged, and in some cases required.

My solution to this problem was to create a general queue that used a linked list. Then, I made all of the methods that the tester required so that it could run.

# Implementation Problems Encountered

Enumerate the issues that arose from creating this solution. Include major syntax, run-time, and logical errors with their respective solutions. If you did not have any problems then you may put, “No problems encountered”, but if the solution is not correct then this section will receive no points.

I had trouble using the syntax for queues. I had a hard time making all of the methods work properly.

# Lab Report Questions

A few questions about the problem will be provided in the lab to be answered. These are generally conceptual and shows the importance of the lab.

1. Describe how a queue is structured. A queue is structured to whereas objects are added to it, they are entered to the back of the queue. As objects in the queue get used, they can either be set back to the tail, or removed all-together.
2. What are the differences between a queue and a stack? A queue will always use the first object entered, while a stack will always take the last object entered.