CS1020E Tutorial + Lab 05

Mark NG

a0116298@u.nus.edu http://mollymr305.github.io

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Tutorial Solutions

"Tutorial 5 - Linked List"

What is the purpose of the class GuessWhatThisIs?

• Answer:

What is the purpose of the class GuessWhatThisIs?

• **Answer:** it is an iterator (i.e. points to an object and can move from one node to another).

What does each operation in mysteryA(), ..., mysteryL() do?

And what is the STL equivalent?

- mysteryA() \longrightarrow empty().
- mysteryB() \longrightarrow size().
- mysteryC() → front().
- mysteryD() \longrightarrow back().
- $mysteryE(T\& elm) \longrightarrow push_back(T\& elm)$.
- mysteryF(T& elm) → push_front(T& elm)

What does each operation in mysteryA(), ..., mysteryL() do?

And what is the STL equivalent?

- $mysteryG() \longrightarrow pop_front()$.
- $mysteryH() \longrightarrow pop_back()$.
- mysteryI() → begin().
- mysteryJ() \longrightarrow end().
- mysteryK(iterator,T& elm) \rightarrow insert(iterator,T& elm).
- ullet mysteryL(iterator) \longrightarrow erase(iterator)

End of Tutorial Discussion

Note: Detailed solutions (i.e. the file T5_ans.pdf) will be released soon at

http://www.comp.nus.edu.sg/~stevenha/cs1020e.html

Take Home Lab 03

Hint: Use Linked List.

Let's take a short break!

Extra Practice

- https://open.kattis.com/problems/aaah
- https://open.kattis.com/problems/mixedfractions
- https://open.kattis.com/problems/everywhere

Any Questions?

See you next week!