gp012@CS:~/PA2$ ls -al

total 112

drwxrwxr-x 2 gp012 gp012 4096 Sep 21 22:32 .

drwxr--r-- 6 gp012 gp012 4096 Sep 21 22:30 ..

-rwxrwxr-x 1 gp012 gp012 44896 Sep 21 22:30 list

-rw-rw-r-- 1 gp012 gp012 6793 Sep 19 21:03 List.h

-rw-r--r-- 1 gp012 gp012 16384 Sep 19 16:05 .List.h.swp

-rw-rw-r-- 1 gp012 gp012 3524 Sep 21 22:14 main.cpp

-rw-r--r-- 1 gp012 gp012 12288 Sep 20 02:39 .main.cpp.swo

-rw-rw-r-- 1 gp012 gp012 115 Sep 19 20:11 makefile

-rw-rw-r-- 1 gp012 gp012 410 Sep 19 11:46 Node.h

-rw-rw-r-- 1 gp012 gp012 3020 Sep 21 22:29 SortedList\_Arr.h

-rw-rw-r-- 1 gp012 gp012 3716 Sep 20 01:33 SortedList\_LL.h

-rw-rw-r-- 1 gp012 gp012 210 Sep 19 11:46 utility.h

gp012@CS:~/PA2$ make

rm -f \*.o

g++ -c -g main.cpp

g++ -o list main.o

gp012@CS:~/PA2$ list

==============================================================

Start of program, testing SortedList\_LL and SortedList\_Arr.

Starting with SortedList\_LL.

Creating list b of type double: Linked List Created.

Filling LL b with items. (#s 1-20)

Finding the position of the number 9, should expect at position 8

Pos 8

Deleting the first number out of the linked list, should be number 1

The number is 1

inserting random numbers into the LL, should create a sorted list. (2, 4 and 6)

Deleting firt 5 numbers to see arrangment.

2,2, 3, 4, 4

Running the list through the function IncreaseByOne.

Deleting the next 3 numbers (5, 6, 6) to see an increase

6,7, 7

Finally, using the copy constructor to set up another LL.

Copy Constructor Called.

Outputing the first numbers of b2.

8, 9, 10

==============================================================

Start of 2nd part, testing SortedList\_Arr.

Creating list list of type ints: Constructor Called.

Filling ARR list with items. (#s 1-20)

count (from insert): 0, input # is 1

count (from insert): 1, input # is 2

count (from insert): 2, input # is 3

count (from insert): 3, input # is 4

count (from insert): 4, input # is 5

count (from insert): 5, input # is 6

count (from insert): 6, input # is 7

count (from insert): 7, input # is 8

count (from insert): 8, input # is 9

count (from insert): 9, input # is 10

count (from insert): 10, input # is 11

count (from insert): 11, input # is 12

count (from insert): 12, input # is 13

count (from insert): 13, input # is 14

count (from insert): 14, input # is 15

count (from insert): 15, input # is 16

count (from insert): 16, input # is 17

count (from insert): 17, input # is 18

count (from insert): 18, input # is 19

Finding the position of the number 12, should expect at position 11

Pos = 11

Deleting the number 10 out of ehe array

Deleting number 10 at pos 9

Cannot delete last element

inserting random numbers into the Arr, should create a sorted list. (3, 5 and 7)

count (from insert): 19, input # is 3

count (from insert): 20, input # is 5

count (from insert): 21, input # is 7

Destructor called.

0x7fff621c7b20