

# Lab Exercises Week 7

## 1 Linked Lists

Using the file *LinkedList.h* provided in blackboard, do the following:

- Add a `PushOrdered()` function to the link list class provided on blackboard to allow elements to be inserted in the correct order within the lists container.
- Create a class `Player` that contains the following private variables:

```
Name (string)
Rank (float)
Class (string)
```

Sorting is done based on the `Class` and `Rank` within the class (i.e. the class "Warrior" is before the class "Wizard" but within one class, players are sorted by rank).

- In your `main()` create a sorted list of players allowing the user to enter players in a random order. Print your list to make sure that the players were stored in the required order.