# Lessons Learned

## The power of basic\_node

This allows me to not template the iterator portions of my nodes! Cool! Imagine the fractions of kb this will save! It saves space because the iterator code will not be regenerated for each type that utilizes it.

I didn’t really get the idea from one place so much as several sources on the internet, but I implemented the code from scratch after reading. I also inspected the g++ source libraries on my computer so I guess that would be a source to cite as well.

## Why the linked list sucks for a priority queue