(C++) `Node` and `ListType` used in Problems 2 and 3:

```
struct Node {
  int data;
  Node * next;
  Node() { data = 0; next = NULL; }
  Node(int d) { data = d; next = NULL; }
  Node(int d, Node * n) { data = d; next = n; }
};

typedef Node * ListType;
```

Reminder of C++ class definition and method definition syntax (for Problem 2)

```
class Student {
 public:
  Student(string name);
  Student();
  string getName() const;
  int getTotalScore() const;
  void addQuiz(int score);
 private:
  string theName;
  int totalScore;
};

Student::Student(string name) {
  theName = name;
  totalScore = 0;
}

Student::Student() {
  theName = "";
  totalScore = 0;
}

string Student::getName() const  {
  return theName;
}


int Student::getTotalScore() const {
  return totalScore;
}


void Student::addQuiz(int score) {
  totalScore += score;
}
```