

## LinkedList

1

Generated by Doxygen 1.8.18

<b>1 Class Index</b>	<b>1</b>
<b>1 Class Index</b>	<b>1</b>
1.1 Class List . . . . .	1
<b>2 File Index</b>	<b>1</b>
2.1 File List . . . . .	1
<b>3 Class Documentation</b>	<b>2</b>
3.1 linked_list Class Reference . . . . .	2
3.1.1 Constructor & Destructor Documentation . . . . .	2
3.1.2 Member Function Documentation . . . . .	3
3.1.3 Member Data Documentation . . . . .	3
3.2 Node Class Reference . . . . .	4
3.2.1 Constructor & Destructor Documentation . . . . .	4
3.2.2 Member Data Documentation . . . . .	4
<b>4 File Documentation</b>	<b>5</b>
4.1 linked_list.cpp File Reference . . . . .	5
4.2 linked_list.h File Reference . . . . .	5
4.3 main.cpp File Reference . . . . .	5
4.3.1 Function Documentation . . . . .	5
4.4 main.h File Reference . . . . .	6
4.4.1 Function Documentation . . . . .	6
4.5 node.cpp File Reference . . . . .	6
4.6 node.h File Reference . . . . .	6
<b>Index</b>	<b>7</b>

## 1 Class Index

### 1.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

<b>linked_list</b>	<b>2</b>
<b>Node</b>	<b>4</b>

## 2 File Index

### 2.1 File List

Here is a list of all files with brief descriptions:

<b>linked_list.cpp</b>	<b>5</b>
------------------------	----------

<b>linked_list.h</b>	<b>5</b>
<b>main.cpp</b>	<b>5</b>
<b>main.h</b>	<b>6</b>
<b>node.cpp</b>	<b>6</b>
<b>node.h</b>	<b>6</b>

## 3 Class Documentation

### 3.1 linked\_list Class Reference

```
#include <linked_list.h>
```

#### Public Member Functions

- **linked\_list** (void)
- void **insert** (int x)
- bool **Empty** ()
- void **InsertAtEnd** (int x)
- void **Delete** (int x)
- void **Display** ()
- int **Sum** ()
- int **Average** ()
- **~linked\_list** ()

#### Private Attributes

- **Node** \* **head** = NULL
- **Node** \* **tail** = NULL
- **Node** \* **temp** = NULL
- int **length** = 0

#### 3.1.1 Constructor & Destructor Documentation

**3.1.1.1 linked\_list()** `linked_list::linked_list (void )`

**3.1.1.2 ~linked\_list()** `linked_list::~~linked_list ( )`

### 3.1.2 Member Function Documentation

**3.1.2.1 Average()** `int linked_list::Average ( )`

**3.1.2.2 Delete()** `void linked_list::Delete (`  
`int x )`

**3.1.2.3 Display()** `void linked_list::Display ( )`

**3.1.2.4 Empty()** `bool linked_list::Empty ( )`

**3.1.2.5 insert()** `void linked_list::insert (`  
`int x )`

**3.1.2.6 InsertAtEnd()** `void linked_list::InsertAtEnd (`  
`int x )`

**3.1.2.7 Sum()** `int linked_list::Sum ( )`

### 3.1.3 Member Data Documentation

**3.1.3.1 head** `Node* linked_list::head = NULL [private]`

**3.1.3.2 length** `int linked_list::length = 0 [private]`

**3.1.3.3 tail** `Node* linked_list::tail = NULL [private]`

**3.1.3.4 temp** `Node* linked_list::temp = NULL [private]`

The documentation for this class was generated from the following files:

- `linked_list.h`
- `linked_list.cpp`

## 3.2 Node Class Reference

```
#include <node.h>
```

### Public Member Functions

- `Node` (void)

### Public Attributes

- `int data = 0`
- `Node * next = NULL`

### 3.2.1 Constructor & Destructor Documentation

**3.2.1.1 Node()** `Node::Node (void )`

### 3.2.2 Member Data Documentation

**3.2.2.1 data** `int Node::data = 0`

**3.2.2.2 next** `Node* Node::next = NULL`

The documentation for this class was generated from the following files:

- `node.h`
- `node.cpp`

## 4 File Documentation

### 4.1 linked\_list.cpp File Reference

```
#include "linked_list.h"  
#include "node.h"
```

### 4.2 linked\_list.h File Reference

```
#include <cstdlib>  
#include <iostream>  
#include <stdlib.h>  
#include "node.h"
```

#### Classes

- class **linked\_list**

### 4.3 main.cpp File Reference

```
#include "main.h"
```

#### Functions

- int **main** ()
- int **menu** ()
- void **clearScreen** ()
- void **pauseScreen** ()

#### 4.3.1 Function Documentation

**4.3.1.1 clearScreen()** void clearScreen ( )

**4.3.1.2 main()** int main ( )

**4.3.1.3 menu()** `int menu ( )`

**4.3.1.4 pauseScreen()** `void pauseScreen ( )`

## 4.4 main.h File Reference

```
#include <cstdlib>
#include <stdlib.h>
#include <iostream>
#include "node.h"
#include "linked_list.h"
```

### Functions

- `int menu ( )`
- `void clearScreen ( )`
- `void pauseScreen ( )`

#### 4.4.1 Function Documentation

**4.4.1.1 clearScreen()** `void clearScreen ( )`

**4.4.1.2 menu()** `int menu ( )`

**4.4.1.3 pauseScreen()** `void pauseScreen ( )`

## 4.5 node.cpp File Reference

```
#include "node.h"
```

## 4.6 node.h File Reference

```
#include <cstdlib>
```

### Classes

- class **Node**

## Index

- ~linked\_list
  - linked\_list, 2
- Average
  - linked\_list, 3
- clearScreen
  - main.cpp, 5
  - main.h, 6
- data
  - Node, 4
- Delete
  - linked\_list, 3
- Display
  - linked\_list, 3
- Empty
  - linked\_list, 3
- head
  - linked\_list, 3
- insert
  - linked\_list, 3
- InsertAtEnd
  - linked\_list, 3
- length
  - linked\_list, 3
- linked\_list, 2
  - ~linked\_list, 2
  - Average, 3
  - Delete, 3
  - Display, 3
  - Empty, 3
  - head, 3
  - insert, 3
  - InsertAtEnd, 3
  - length, 3
  - linked\_list, 2
  - Sum, 3
  - tail, 3
  - temp, 4
- linked\_list.cpp, 5
- linked\_list.h, 5
- main
  - main.cpp, 5
- main.cpp, 5
  - clearScreen, 5
  - main, 5
  - menu, 5
  - pauseScreen, 6
- main.h, 6
  - clearScreen, 6
  - menu, 6
  - pauseScreen, 6
- menu
  - main.cpp, 5
  - main.h, 6
- next
  - Node, 4
- Node, 4
  - data, 4
  - next, 4
  - Node, 4
- node.cpp, 6
- node.h, 6
- pauseScreen
  - main.cpp, 6
  - main.h, 6
- Sum
  - linked\_list, 3
- tail
  - linked\_list, 3
- temp
  - linked\_list, 4