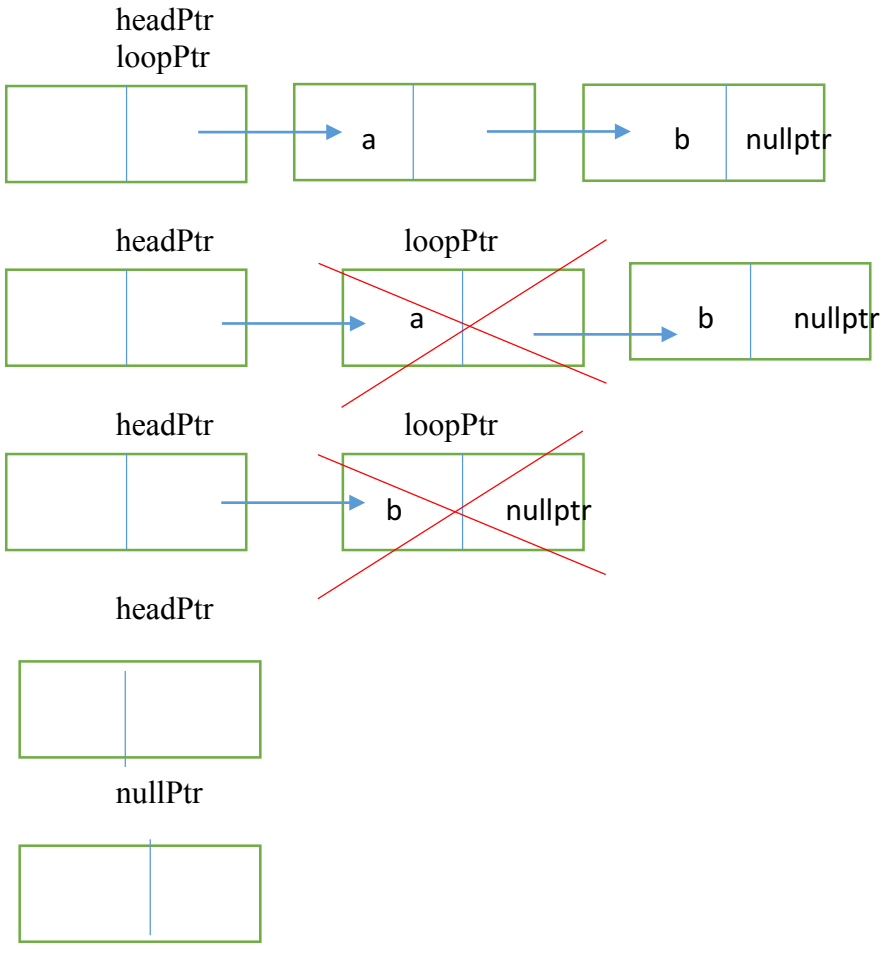
Danny Tan
CS2134
Dt1462
Hw#7

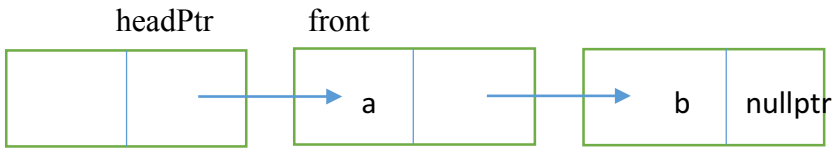
1b)

```
~List() {
        loopPointer = headPointer
        while loopPointer is not at end
        tempPointer = loopPointer
        delete tempPointer
        increment loopPointer to next pointer in list
        end while
        headPointer = nullptr
}
```



1c)

front () {
	return the data of the Node after head
}

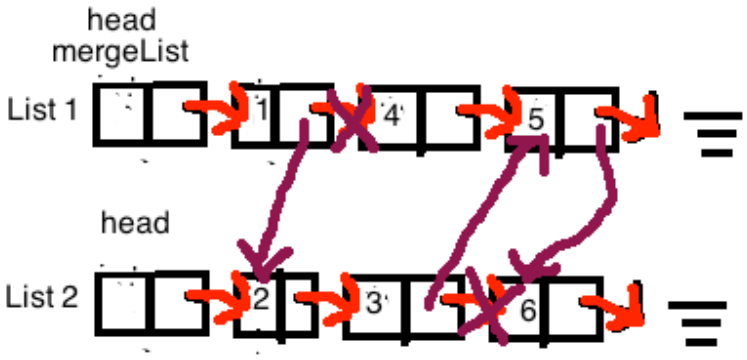


Returns the front so link is not changed

1d)

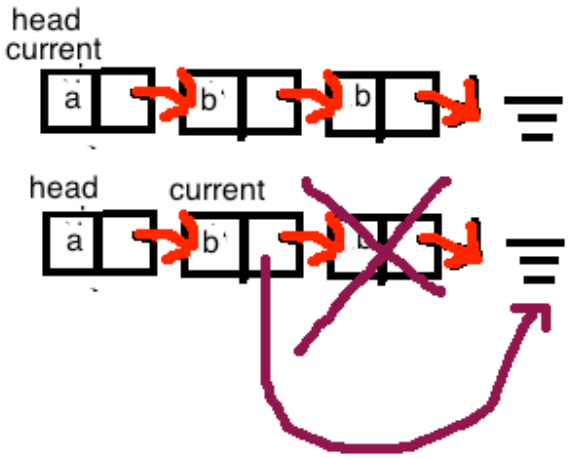
merge (List 2) {
	mergeList = head of first List (doesn't matter which head we do)
	firstLoop = pointer after head
	secondLoop = pointer after List 2 head
	while (firstLoop is not at end and secondLoop is not at end)
		if firstLoop's data is less than secondLoop's data
			increment first Loop and mergeList
			(next node on MergeList is in 1st list so we don't need to break link)
		else
			set link to second loop
			increment second loop and mergeList
			(next node on MergeList is in 2nd list so we need to break link)

	end while
	while secondLoop is not at end (if List 2 is bigger than first List)
	add whatever is left in List 2 to the mergeList
	end while
	List 2 headptr = nullptr
}



1e)

```
remove_adjacent_dupe() {
        currentPointer = headPointer
        while the next pointer is not null pointer
        if this data ==  next data
        temp = next pointer
        currentPointer = pointer after temp
        delete temp
        else
        increment the currentPointer to next pointer
        end if
        end while
```



}

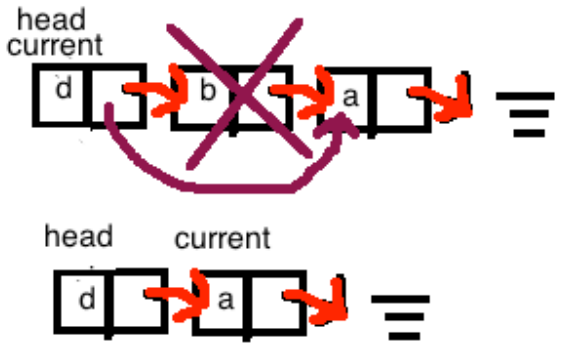
1f)

```
remove_if (predicate) {
        currentPointer = headPointer
```

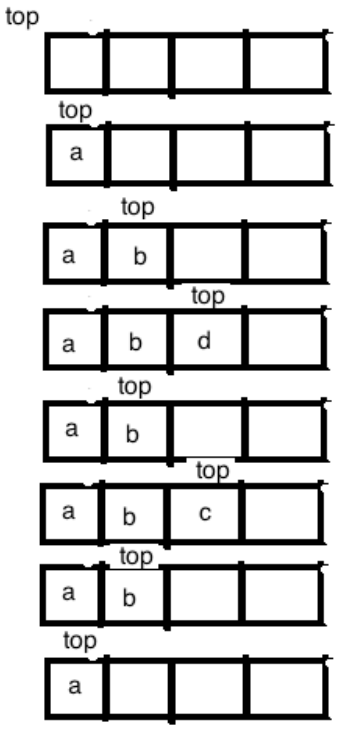
while the next pointer is not null pointer
if predicate of the data of the next pointer is true
then erase_after this pointer
else
increment the current pointer to next power
end if
end while

}

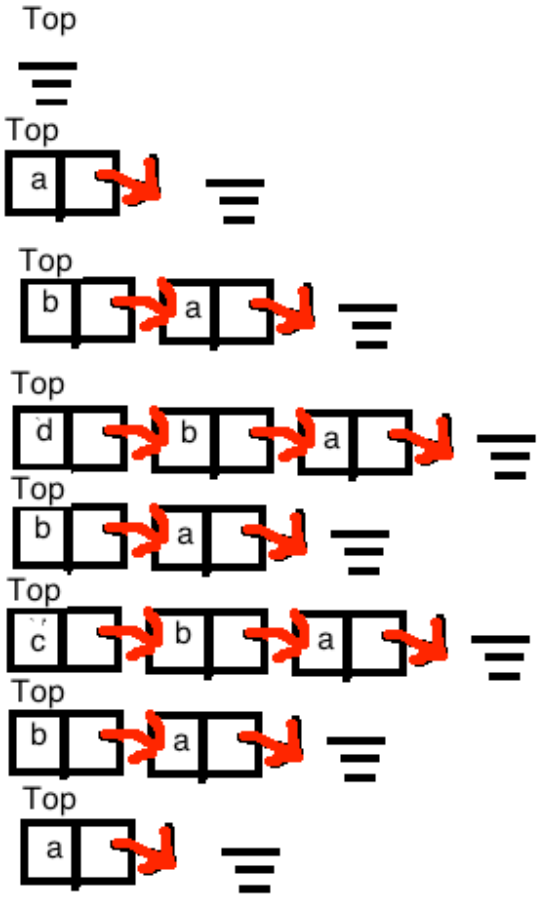
pred(b) is true



2)



3)



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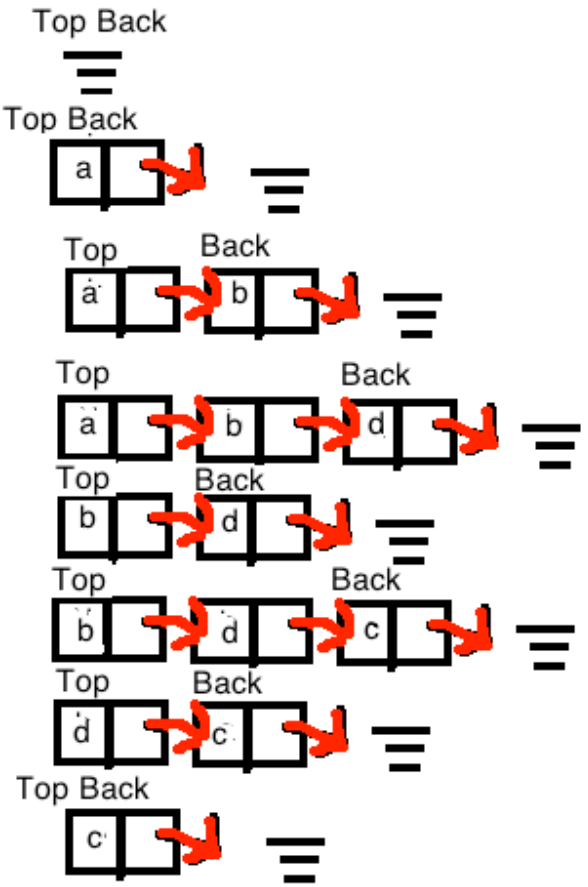
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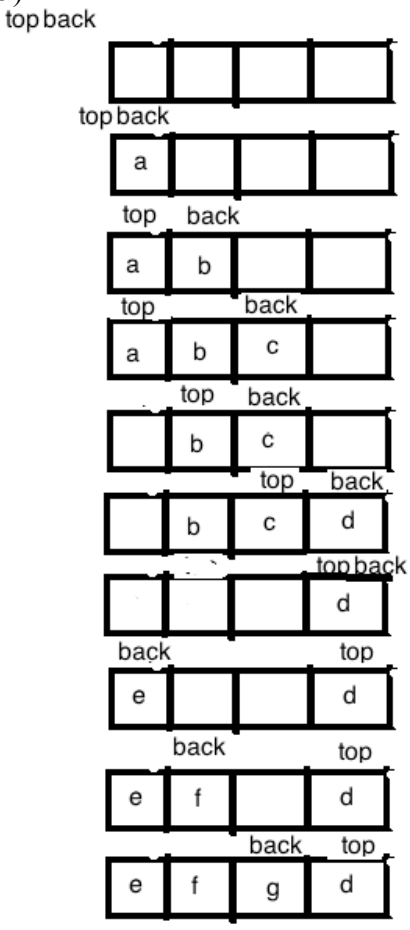
c

5)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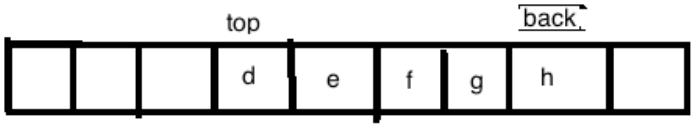
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