****

**\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Player List**

**Advanced C++/OOP– CSCI4526**

**Benjamin Placzek 00650430 Professor Alice Fischer Computer Science**

**University New Haven**

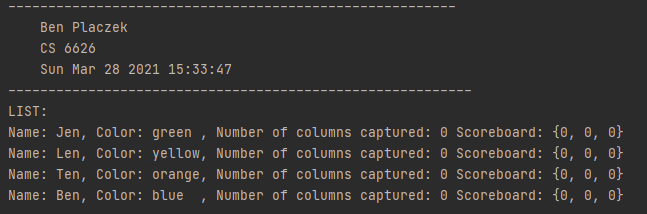
**3/29/2021**

**What am I testing?**

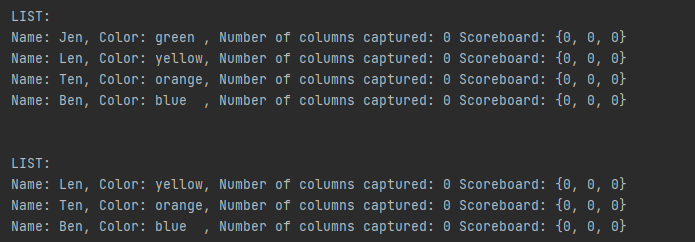
CList.cpp CList.hpp CListT.cpp CListT.hpp main.cpp Player.hpp Player.cpp unit test

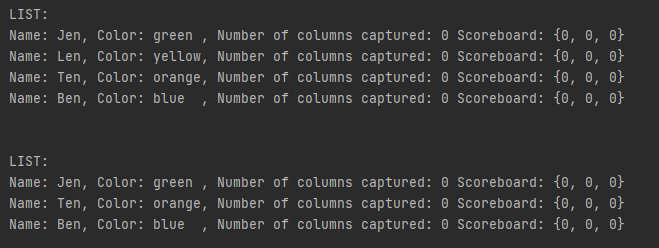
**Terminal Output Before Adding the Template:**

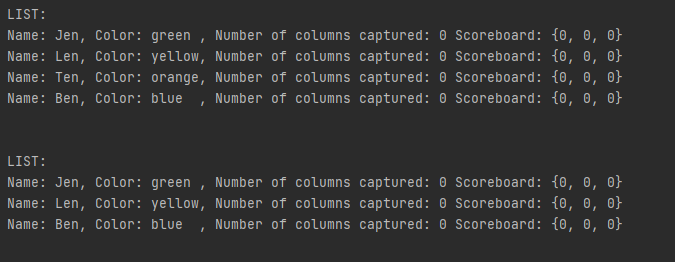
You can add Players:

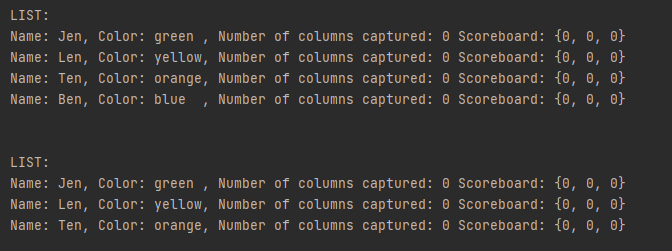


You can remove a Player and the list remains unbroken and functional

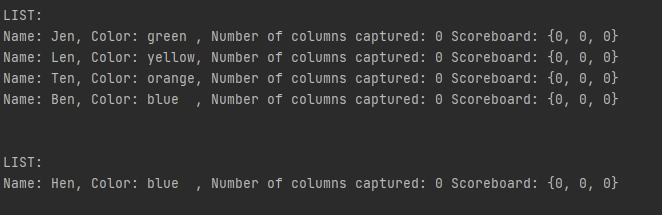




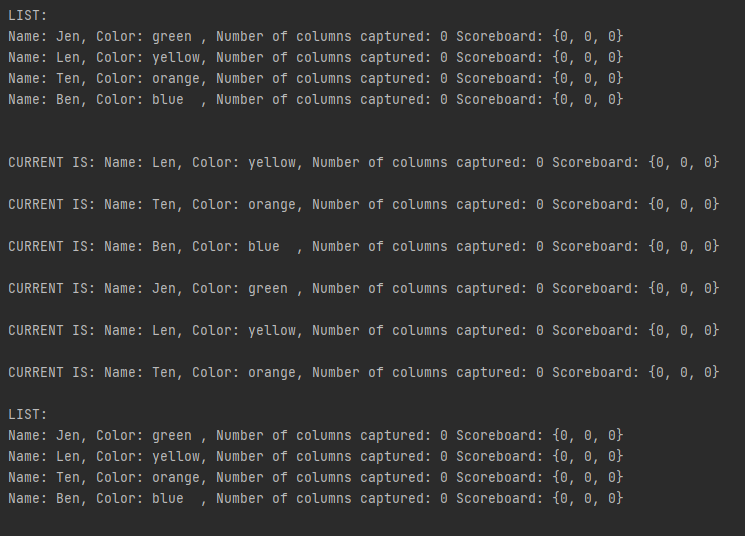




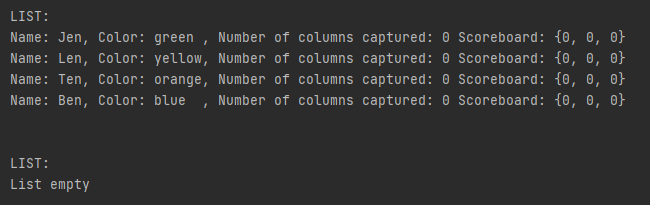
After removing all of the players, you can add Players again.



next can progress around the circle and reach the first player again



printing empty CList



**Terminal Output after adding the template:**

I struggled getting my list to print for the template implementation.

I am certain that I did something wrong in my template implementation. I spoke with Ben Greenfield about how he worked through his template implementation but I am still unhappy with how it turned out in this submission.

I worked for maybe 3 hours on trying to get it to work, with no luck.