Data Structures 9/30/2016

0145-343-001

Note Taker: Jai Punjwani

ANNOUNCEMENTS

Monday 10/3 – NO CLASS!

NOTES:

PowerPoint: <http://home.adelphi.edu/~siegfried/cs343/343l4.pdf>

Refresher in C++:

* Struct creates data type that encapsulates other data types (similar to a class, but without methods)
* Dereferencing a field in a struct instance syntax: struct -> fieldname;

Using Pointers to Implement LinkedList/Queue

* Instead of using pointers/nodes in an array, we can use a struct which contains a node (pointer) to implement a LinkedList
* Why not use object instead? Because we do not have any methods, so we have no need for an entire class.
* Same idea of struct can be used to implement queue as well

Event Driven Programming

* Programming in which you code for specific events, rather than strictly run a series of commands from start to finish. An example of this is when a user clicks a button, that click is known as an event, and that event triggers some code which is performed. Usually objects that keep track of these events are known as **listeners**. Java has an event class (<https://docs.oracle.com/javase/7/docs/api/java/awt/event/package-summary.html>). Listeners are also common in mobile programming, which has listeners for events triggered by buttons and other common actions.