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Going into this project I thought it wouldn't be that bad. Until I started segfaulting everywhere and anytime I tried to do something the screen would print out zeros for eternity. I have absolutely no idea why it would print the zeros like that. I seemed as if there was a print statement inside of a loop printing whatever was at home. Other than that, I feel like I did learn a bunch about linked lists. They seem pretty useful and okayishly easy to use.

I had similar problems with the array implementation and it took me severely less time to code. However, it still caused segfaults and I have no idea why.

Overall, I feel like we didn't get enough instruction on the materials we needed to know about this project and I ended up googling most of it. It was also kind of difficult to know what the parameters were in some of the functions. For example, in the parameterized constructor for Node, I had no idea what the Node* was supposed to be. It took me a while to decide that it was supposed to be whatever the thing is pointing to.

Also, we didn't make a default constructor, and as far as I know, the compiler didn't do it either. That made things a bit more confusing for me.