Lab 5: Linked Lists

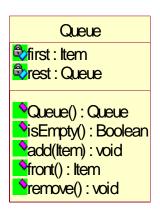
Aim

This lab class gives you an opportunity to:

- implement a program that manipulates singly linked-lists; and
- experiment with the Queue ADT.

Context

A *Queue* is a first-in-first-out data structure in which items are removed in the order they are added: the first item in is the first item out, the last item in is the last item out. The UML diagram for the ADT is:



The constructor creates an empty queue. isEmpty() examines the queue and indicates whether there are any items present in the linked-list (returning true if not, and false if so), add() adds the specified item (to be implemented as a value of type void *) to the rear of the linked-list, front() returns the item at the front of the queue without altering the queue, rear() — called "remove" in the above diagram — discards the front item from the queue, and toString() returns the contents of the queue as a string (and needs to be given a format string to assist with the conversion). The program should exit with return value 1 if the queue is empty when front() or rear() is attempted.

Tasks

- 1. The compressed project folder (Lab5.zip) should be obtained from MyLO and all contents extracted to your home directory (H: drive in Hobart/Launceston, P: drive in Burnie). Open the project folder and open the project file (Lab5.sln).
- 2. Complete the implementation of Node.c and Queue.c. (You may like to draw diagrams to help you develop the code for your functions. You may also like to examine stack.c from lectures.)
- 3. Compile and execute the project. Because the random number generator is not seeded, you should see the results below:

```
Adding 2 students...[018467] [006334] done. Queue is <018467, 006334> Queue is empty? false Front is 018467 Removing front item...done. Front is now 006334 Queue is <006334> Press any key to continue . . .
```

4. Modify the main() function in the harness file (Lab5.c) to ensure the program exits whenever front() or rear() are called with an empty queue.