

Lab: Linked Lists Manual

About

For this lab, you will build a manual for yourself that you can refer to in the future for all the information you need to build a linked list. The idea is that if you understand how the functionality works you won't have to memorize the code; you can derive that code from any time, in any language.

For each function, you should **describe** how it works (in English or pseudocode), **sketch** a representation of what occurs, and copy the Linked List **code** that we work on during class. With each of these, you will have a “manual” to refer back to any time.

Add functions

[void PushFront\(const T& newData \)](#)

Steps	
Drawing	
Code	

[void PushBack\(const T& newData \)](#)

Steps	
Drawing	
Code	

[void Insert\(const T& newData, int atIndex \)](#)

Steps	
Drawing	

Code	
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Remove functions

void PopFront()

Steps	
Drawing	
Code	

void PopBack()

Steps	
Drawing	
Code	

void Remove(int atIndex)

Steps	
Drawing	
Code	

Access functions

T& GetFront()

Steps	
Drawing	
Code	

T& GetBack()

Steps	
Drawing	
Code	

T& Get(const int index)

Steps	
Drawing	
Code	