一、

1.BDE

2.BCD

二、

(a)

```
template<typename Item>
Item list<Item>::getEntry(int position)
{
        Item* temp = new temp[this->getlength() - position - 1]
        for(int i = 0; i < this->getlength() - position - 1; i++)
        {
                temp[i] = this->getLastEntry();
                this->remove(this->getLastEntry - 1);
        }
        Item ToReturn = this->getLastEntry();
        for(int i = this->getlength() - position - 2; i >= 0; i--)
        {
                this->insert(this->getLength(), temp[i]);
        }
        return ToReturn;
}
```

(b)

不需要，因為該有的都有了

(c)

```
template<typename Item>
Item Stack<Item>::top()
{
        this->list.getLastEntry();
}
```

(d)

```
template<typename Item>
Item Stack<Item>::push(Item elmnt)
{
        this->list.insert(this->list.getLength(), elmnt);
}
template<typename Item>
Item Stack<Item>::pop()
{
```

```
        this->list.remove(this->list.getLength()-1);
}
```