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);

}