# **Department of Computing**

**CS250: Data Structure and Algorithms** 

**Class: BSCS 5AB** 

Lab 3: Linked List & OpenGL

Date:4<sup>th</sup> October, 2016

Time: 9am- 12pm / 2pm - 5pm

**Instructor: Shamyl Bin Mansoor / Akhtar Munir** 

## Lab 3: Linked List & OpenGL

### Introduction

The Lab consists of Dynamic Singly linked list in an openGL (glut) application

## **Objectives**

In this lab you will learn the basic operations of linked lists by using an openGL based example.

## **Tools/Software Requirement**

Visual Studio c++, given code on LMS

## **Description**

The basic operation consist of creating the list, initialize pointers to NULL, inserting nodes, insert at beginning, insert at last and deleting nodes from front.

### Lab Tasks

You are required to upload the lab tasks on LMS and the name of that tasks must be in this format YourFullName\_reg#.cpp

Remember to comment your code properly.

#### Task 1

Understand the given openGL code and the circle linked list.

## Task 2

In the given code

- add a function to insert a circle at a specific location in the linked list
- add a function to delete a specific numbered circle from the linked list

Write your own simple code.

#### **Deliverable**

Students are required to upload the lab task on LMS before the deadline.