

DigiPen

Member Functions

Assignment

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Rules

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Read carefully and check all rules you agree with:

- ☐ Your code must represent your own individual work. If something is not clear, ask your instructor for help.
- ☐ Each exercise has description which must be strictly followed.
- ☐ All programs must pass all tests in the main function (when given) to get the final grade. **You are not allowed to make any change in the main function in this case.**
- ☐ Keep the code proper formatted (correct indentation, max line width is 40 characters).

Specs

- ☐ Create a class List that encapsulates structures, data and functions from the previous lab.
- ☐ Make the head as a private member of the class. Initialize the head in the member initialization list.
- ☐ Clean the list in the destructor by calling clear() member function.
- ☐ Implement other member functions that are called in the main function. The first parameter is a zero-based position of the new element, second one (when given) is the element data.
- ☐ Your expected output (without ") is "1,20,3"

★

Code

1

Run

```

#include <iostream>

namespace linkedList
{
    struct Node
    {
        int data;
        Node* next;
    };

    class List
    {
    private:
        Node* head;

    public:
        List():head(nullptr) {}

        int count_Node()
        {
            Node* current = nullptr;
            int count = 0;

            current = head;

            while (current)
            {
                count++;
                current = current->next;
            }
            return count;
        }

        void push_back(int value)
        {
            Node* newNode = new Node;
            newNode->data = value;
            newNode->next = nullptr;
            if (head == nullptr)
                head = newNode;
            else
            {
                Node* current = head;
                while (current->next != nullptr)
                    current = current->next;
                current->next = newNode;
            }
        }
    };
}

```

Survey

- What is approximate number of hours you spent implementing this assignment?
- Indicate the specific portions of the assignment that gave you the most trouble

```

Node* current = nullptr;

newNode->data = value;
newNode->next = nullptr;

if (head == nullptr)
{
    head = newNode;
    return;
}

current = head;

while (current->next)
{
    current = current->next;
}
current->next = newNode;
}

void insertAfter
(int index, int value)
{
    if (index < 0)
    {
        return;
    }

    if(index >= count_Node())
    {
        return;
    }

    Node* newNode = new Node;
    Node* current = nullptr;
    Node* temp = nullptr;

    int count = 0;

    newNode->data = value;
    newNode->next = nullptr;

    current = head;

    while (current)
    {
        if (index == count)
        {
            temp = current->next;
            current->next = newNode;
            newNode->next = temp;
            break;
        }
        current = current->next;
        count++;
    }
}

void remove(int index)
{
    int count = 0;

    if (index < 0)
    {
        return;
    }
}

```

```

if(index >= count_Node())
{
    return;
}

Node* deleteNode = nullptr;
Node* current = nullptr;

current = head;

while (current->next)
{
    if (count == (index-1))
    {
        deleteNode = current->next;

        current->next =
            current->next->next;

        delete deleteNode;
        break;
    }
    current = current->next;
    count++;
}

void print()
{
    Node* current = nullptr;

    if (head == nullptr)
    {
        std::cout << std::endl;
        return;
    }

    current = head;

    while (current)
    {
        if (current->next)
        {
            std::cout << current->data
                << ", ";
        }
        else
        {
            std::cout << current->data;
        }
        current = current->next;
    }
    std::cout << std::endl;
}

void clear()
{
    Node* deleteNode = nullptr;
    Node* current = nullptr;

    current = head;

    while (current)
    {
        deleteNode = current;

```

```

        current = current->next;
        delete deleteNode;
    }

    head = nullptr;
}

~List()
{
    clear();
}

};

using namespace linkedList;

```

```

int main()
{
    List list;

    list.push_back(1);
    list.push_back(2);
    list.push_back(3);

    // Do not insert when index is
    // out of range
    list.insertAfter(-100, 20);
    list.insertAfter(100, 20);

    // Insert as a new 3rd element
    list.insertAfter(1, 20);

    // Remove 2nd element
    list.remove(1);

    list.print();
    return 0;
}

```

1,20,3

By signing this document you fully agree that all information provided therein is complete and true in all respects.

Responder sign: