Q12.

```
int cirListDequeIteratorHasNext (struct cirListDequeIterator*itr) {

        if(itr>currentLink->next != lit->lst->Sentinel)

        {        itr->currentLink = itr->currentLink->next;

                return 1;

        }

        else{

        return 0; //there is nothing next. there is only a sentinel, which means there is nothing next.

        }

}


TYPE cirListDequeIteratorNext (struct cirListDequeIterator *itr)

{

        return itr->currentLink->value; //we already incremented the currentLink pointer in cirListDequeIteratorHasNext()

}
```