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()

}