

CMSC 15200 – Introduction to Computer Science 2 Summer Quarter 2005 Lab #3 (08/10/2005)

Name:					
Student ID:			Lab Instructor:	Borja Sotomayor	
Do not write in this area					
	1 2		TOTAL		
			Maximum possible poir	nts: 35	

Exercise 1 <<25 points>>

You will implement a queue data structure, as described in class. The structure and function declarations are the following (queue.h in the homework files):

```
struct ListNode {
      int data;
      ListNode *next;
};
struct Queue {
      ListNode *head;
      ListNode *tail;
};
// Creates a new queue
void createQueue(Queue &q);
// Enqueues a new element
void enqueue(Queue &q, int data);
// Dequeues a new element
// Assumes queue is non-empty
int dequeue(Queue &q);
// Returns the value of the first element in the queue,
// without dequeuing
int peek(Queue &q);
// Returns true if the queue is empty
bool isEmpty(Queue &q);
// Prints out the contents of the queue
void printQueue(Queue &q);
// Destroys queue
void destroyQueue(Queue &q);
```



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Don't reinvent the wheel! You should be able to implement this queue data structure reusing practically all the code from the double-ended list seen in class.

To test your list implementation, a main_queue.cpp is provided in the lab files. Running this program with a correct queue implementation should yield the following:

Exercise 2 <<10 points>>

Add the following function to the linked list implementation seen in class (available on the course website, in the "Files" section):

```
void append(List &l1, List &l2);
```

This function will take the contents of *list2* and append them at the end of *list1*. This does *not* mean that you simply have to link the last element of *list1* with the first element of *list2*. You have to *copy* the contents of *list2* and place them in the end of *list1*. This means that, for example, if we were to modify the contents of *list2* (after doing an append operation), this will not affect the contents of *list1*.