Lab 5
Preview

16 February 2017

This week the lab will continue with C++ pointers and understanding how they work, in the context of linked structures. Before you come to lab, you should copy and write the code described below.

First, create files `NodeType.h` and `ItemType.h` in your directory for this lab. Nodes are described in section 3.4 in the book, and Items in section 3.2. Make your items contain characters.

Then, create a file `test_NodeFunctions.u` that, for now, just has a fixture that declares and builds at least three linked list structures (*not* `UnsortedType`s)— one should have just a single element in it, and at least one of them should be three elements or longer.

Remember as you're doing this that the top part of the fixture should have decl-and-init statements that look like

typename varname = initvalue;

and any additional setup goes in the `setup` block.