Lab 8

Comp 11 - Summer Session — Singly Linked List

8.1 Description

The singly linked list is a flexible expanding data structure. The fundamentals of the linked list, are also used to build other powerful data structures. So in this lab, we will solve the problem of iterating(i.e. a forward traversal) of a linked list data structure. As a note, this is yet an other common interview question!

Our objectives are the following:

- Create ten nodes in a linked list. Make sure to set the student names to them.
- Link the ten nodes together to form a chain
- Then, in a while loop, iterate through the linked list until a null pointer is found (that is, the tail of the list is found).
- You may use an additional pointer to iterate through the list.
- I recommend just seeing if you can get 3 students to print out, then you will understand the pattern.

8.2 Files

You may use the following code to help get you started.

```
#include <iostream>
 1
  #include <string>
 2
 3
   struct Student{
 4
     Student* next;
5
 6
     // Member fields
 \overline{7}
 8
     std::string name;
  };
9
10
   int main(){
11
12
       // (1) Create ten nodes
13
        // ????? s1 = ????? ????
14
15
16
17
       // (2) Link them together
18
19
20
       // (3) print out each student name
21
       // (e.g.) Student* iter = s1;
22
       // Question, what does iter need to point to next?
23
       //\ {\rm Draw} a picture before asking a question of your linked list.
24
25
26
       // (4) What do we not forget to do when we allocate with new? // Do that here.
27
28
29
     return 0;
30
31 }
```

Listing 8.1: Starter Code

8.3 Refresher

Refer to some of the examples in the slides from the lecture on pointers 1 and 2. It will also be helpful to review our lastest in-class activity

It will be useful to draw pictures before coding in this lab.

8.4 Submission

1 provide comp11 lab8 lab8.cpp README

Listing 8.2: Submit Assignment

8.5 Going Further

Did you enjoy this lab? Want to try out some additional commands to go further?

• Build a struct and try passing it around!