CSE 232 SS13 Lab 10 Agenda

1. Board
	1. Use modified driver
	2. 7(a-b) “...showing all relevant variables” - need to label Prev, Curr, Temp
2. Null pointers
	1. Set to NULL at beginning (to check against)
	2. Check for NULL before using
	3. Set to NULL again when delete
3. Linked lists
	1. Building/traversing
	2. Singly/doubly linked
		* Doubly linked can be traversed in both directions.
	3. Dummy nodes
		* Take the place of null pointers in first/last data nodes
		* Object holds pointers to dummy nodes instead of data nodes
		* Waste a small amount of memory, but allow you to write slightly simpler algorithms
	4. Vs Arrays
		* No random access, but inserts/removes to middle are faster since no shifting.
4. Drawing linked data structures
	1. Head, Tail – pointers in object
	2. Curr, Prev – “iterators” that point to one node, then another
	3. Temp – pointer that holds the address of a newly allocated node
	4. Insert/remove
		* Re-linking processes exactly the opposite