

Administrivia

- Homework 4 and Homework 5 due dates posted. Homework 4 design due Thursday.

Slide 1

Stacks and Queues, Another Way

- We talked about stacks and queues as ADTs. We showed an array-based implementation.
- Could we do a different implementation — with linked lists? (Of course. Let's sketch some code.)

Slide 2

Slide 3

One More ADT — Priority Queue

- Value — list of elements, of some type we can put in order.
- Operations:
 - Add element.
 - Remove element with lowest (or highest) value.
 - “Is empty?”

(Look at game framework `PriorityQueue` interface for a slightly different, but equivalent, list. You will write one of these for Homework 5.)

- How to implement? (Unordered list? List kept in order by value? Compare order of magnitude of “add” and “remove” operations.)
- (Write code.)

Slide 4

Minute Essay

- What about the homework has been most interesting? most difficult?