

CS 230
Programming Languages

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Today's Topics

- Questions? / Comments?
- More C++

C++

- pointers in C++
 - Let's continue our implementation of LinkedList
 - Last time we wrote Node.h and Node.cpp
 - Reason for this exercise:
 - To create a linked list structure or any data structure that shrinks and grows during runtime, pointers are required.
 - Linked lists grow as you add nodes to it, so we will implement a linked list class that stores strings and allows the ability to add nodes