

Slide 1

Administrivia

- Reminder: Homework 4 code due today.

Slide 2

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?

Priority Queue ADT

- 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.)

- How to implement? ...

Slide 3

Minute Essay

- What are you finding most difficult about working on your game? most interesting? Are there things you'd like to hear more about in class?

Slide 4