

Linked Chain – Study Questions

- What is an obvious advantage of using a Linked Chain to implement the Bag ADT?
- Modify `LinkedBag::remove()` to preserve the order of items in the bag.
- Which are the most efficient (requiring least work/time) operations in `LinkedBag`? The least efficient?
- In what situations is the copy constructor invoked?
- What does the following statement effectively do?
`some_pointer = some_pointer->getNext()`
- When does a class need to provide a copy constructor? Why?
- When does a class need to provide a destructor? Why?
- What would you need to change to `Node` or `LinkedBag` to add or remove from the middle (preserve bag order)