Name: _____ SS# (4 digits): _____ PaperId#: 79
CIS 26 Quiz Feb 27th, 2008

. . . . . .
Tear at this line.

1. Define a one child node; data and next.

2. Define a 'push' method.

3. Define a 'pop' method.

4. Define a 'reverse' method.

5. Define a 'get' method, that given an integer i, returns the ith entry.

Name: _____ SS# (4 digits): _____ PaperId#: 13
CIS 26 Quiz Feb 27th, 2008

. . . . . .
Tear at this line.

1. Define a one child node; data and next.

2. Define a 'push' method.

3. Define a 'pop' method.

4. Define a 'reverse' method.

5. Define a 'get' method, that given an integer i, returns the ith entry.

Name: _____ SS# (4 digits): _____ PaperId#: 35
CIS 26 Quiz Feb 27th, 2008

. . . . . .
Tear at this line.

1. Define a one child node; data and next.

2. Define a 'push' method.

3. Define a 'pop' method.

4. Define a 'reverse' method.

5. Define a 'get' method, that given an integer i, returns the ith entry.

Name: _____ SS# (4 digits): _____ PaperId#: 65
CIS 26 Quiz Feb 27th, 2008

. . . . . .
Tear at this line.

1. Define a one child node; data and next.

2. Define a 'push' method.

3. Define a 'pop' method.

4. Define a 'reverse' method.

5. Define a 'get' method, that given an integer i, returns the ith entry.

Name: _____ SS# (4 digits): _____ PaperId#: 92
CIS 26 Quiz Feb 27th, 2008

. . . . . .
Tear at this line.

1. Define a one child node; data and next.

2. Define a 'push' method.

3. Define a 'pop' method.

4. Define a 'reverse' method.

5. Define a 'get' method, that given an integer i, returns the ith entry.

Name: _____ SS# (4 digits): _____ PaperId#: 67
CIS 26 Quiz Feb 27th, 2008

. . . . . .
Tear at this line.

1. Define a one child node; data and next.

2. Define a 'push' method.

3. Define a 'pop' method.

4. Define a 'reverse' method.

5. Define a 'get' method, that given an integer i, returns the ith entry.

Name: _____ SS# (4 digits): _____ PaperId#: 19
CIS 26 Quiz Feb 27th, 2008

. . . . . .
Tear at this line.

1. Define a one child node; data and next.

2. Define a 'push' method.

3. Define a 'pop' method.

4. Define a 'reverse' method.

5. Define a 'get' method, that given an integer i, returns the ith entry.

Name: _____ SS# (4 digits): _____ PaperId#: 41
CIS 26 Quiz Feb 27th, 2008

. . . . . .
Tear at this line.

1. Define a one child node; data and next.

2. Define a 'push' method.

3. Define a 'pop' method.

4. Define a 'reverse' method.

5. Define a 'get' method, that given an integer i, returns the ith entry.

Name: _____ SS# (4 digits): _____ PaperId#: 77
CIS 26 Quiz Feb 27th, 2008

. . . . . .
Tear at this line.

1. Define a one child node; data and next.

2. Define a 'push' method.

3. Define a 'pop' method.

4. Define a 'reverse' method.

5. Define a 'get' method, that given an integer i, returns the ith entry.

Name: _____ SS# (4 digits): _____ PaperId#: 26
CIS 26 Quiz Feb 27th, 2008

. . . . . .
Tear at this line.

1. Define a one child node; data and next.

2. Define a 'push' method.

3. Define a 'pop' method.

4. Define a 'reverse' method.

5. Define a 'get' method, that given an integer i, returns the ith entry.

Name: _____ SS# (4 digits): _____ PaperId#: 51
CIS 26 Quiz Feb 27th, 2008

. . . . . .
Tear at this line.

1. Define a one child node; data and next.

2. Define a 'push' method.

3. Define a 'pop' method.

4. Define a 'reverse' method.

5. Define a 'get' method, that given an integer i, returns the ith entry.

Name: _____ SS# (4 digits): _____ PaperId#: 95
CIS 26 Quiz Feb 27th, 2008

. . . . . .
Tear at this line.

1. Define a one child node; data and next.

2. Define a 'push' method.

3. Define a 'pop' method.

4. Define a 'reverse' method.

5. Define a 'get' method, that given an integer i, returns the ith entry.

Name: _____ SS# (4 digits): _____ PaperId#: 61
CIS 26 Quiz Feb 27th, 2008

. . . . . .
Tear at this line.

1. Define a one child node; data and next.

2. Define a 'push' method.

3. Define a 'pop' method.

4. Define a 'reverse' method.

5. Define a 'get' method, that given an integer i, returns the ith entry.

Name: _____ SS# (4 digits): _____ PaperId#: 94
CIS 26 Quiz Feb 27th, 2008

. . . . . .
Tear at this line.

1. Define a one child node; data and next.

2. Define a 'push' method.

3. Define a 'pop' method.

4. Define a 'reverse' method.

5. Define a 'get' method, that given an integer i, returns the ith entry.

Name: _____ SS# (4 digits): _____ PaperId#: 96
CIS 26 Quiz Feb 27th, 2008

. . . . . .
Tear at this line.

1. Define a one child node; data and next.

2. Define a 'push' method.

3. Define a 'pop' method.

4. Define a 'reverse' method.

5. Define a 'get' method, that given an integer i, returns the ith entry.

Name: _____ SS# (4 digits): _____ PaperId#: 56
CIS 26 Quiz Feb 27th, 2008

. . . . . .
Tear at this line.

1. Define a one child node; data and next.

2. Define a 'push' method.

3. Define a 'pop' method.

4. Define a 'reverse' method.

5. Define a 'get' method, that given an integer i, returns the ith entry.

Name: _____ SS# (4 digits): _____ PaperId#: 64
CIS 26 Quiz Feb 27th, 2008

. . . . . .
Tear at this line.

1. Define a one child node; data and next.

2. Define a 'push' method.

3. Define a 'pop' method.

4. Define a 'reverse' method.

5. Define a 'get' method, that given an integer i, returns the ith entry.

Name: _____ SS# (4 digits): _____ PaperId#: 57
CIS 26 Quiz Feb 27th, 2008

. . . . . .
Tear at this line.

1. Define a one child node; data and next.

2. Define a 'push' method.

3. Define a 'pop' method.

4. Define a 'reverse' method.

5. Define a 'get' method, that given an integer i, returns the ith entry.

Name: _____ SS# (4 digits): _____ PaperId#: 53
CIS 26 Quiz Feb 27th, 2008

. . . . . .
Tear at this line.

1. Define a one child node; data and next.

2. Define a 'push' method.

3. Define a 'pop' method.

4. Define a 'reverse' method.

5. Define a 'get' method, that given an integer i, returns the ith entry.

Name: _____ SS# (4 digits): _____ PaperId#: 38
CIS 26 Quiz Feb 27th, 2008

. . . . . .
Tear at this line.

1. Define a one child node; data and next.

2. Define a 'push' method.

3. Define a 'pop' method.

4. Define a 'reverse' method.

5. Define a 'get' method, that given an integer i, returns the ith entry.

Name: _____ SS# (4 digits): _____ PaperId#: 58
CIS 26 Quiz Feb 27th, 2008

. . . . . .
Tear at this line.

1. Define a one child node; data and next.

2. Define a 'push' method.

3. Define a 'pop' method.

4. Define a 'reverse' method.

5. Define a 'get' method, that given an integer i, returns the ith entry.

Name: _____ SS# (4 digits): _____ PaperId#: 18
CIS 26 Quiz Feb 27th, 2008

. . . . . .
Tear at this line.

1. Define a one child node; data and next.

2. Define a 'push' method.

3. Define a 'pop' method.

4. Define a 'reverse' method.

5. Define a 'get' method, that given an integer i, returns the ith entry.

Name: _____ SS# (4 digits): _____ PaperId#: 80
CIS 26 Quiz Feb 27th, 2008

. . . . . .
Tear at this line.

1. Define a one child node; data and next.

2. Define a 'push' method.

3. Define a 'pop' method.

4. Define a 'reverse' method.

5. Define a 'get' method, that given an integer i, returns the ith entry.

Name: _____ SS# (4 digits): _____ PaperId#: 14
CIS 26 Quiz Feb 27th, 2008

. . . . . .
Tear at this line.

1. Define a one child node; data and next.

2. Define a 'push' method.

3. Define a 'pop' method.

4. Define a 'reverse' method.

5. Define a 'get' method, that given an integer i, returns the ith entry.

Name: _____ SS# (4 digits): _____ PaperId#: 81
CIS 26 Quiz Feb 27th, 2008

. . . . . .
Tear at this line.

1. Define a one child node; data and next.

2. Define a 'push' method.

3. Define a 'pop' method.

4. Define a 'reverse' method.

5. Define a 'get' method, that given an integer i, returns the ith entry.

Name: _____ SS# (4 digits): _____ PaperId#: 87
CIS 26 Quiz Feb 27th, 2008

. . . . . .
Tear at this line.

1. Define a one child node; data and next.

2. Define a 'push' method.

3. Define a 'pop' method.

4. Define a 'reverse' method.

5. Define a 'get' method, that given an integer i, returns the ith entry.

Name: _____ SS# (4 digits): _____ PaperId#: 28
CIS 26 Quiz Feb 27th, 2008

. . . . . .
Tear at this line.

1. Define a one child node; data and next.

2. Define a 'push' method.

3. Define a 'pop' method.

4. Define a 'reverse' method.

5. Define a 'get' method, that given an integer i, returns the ith entry.

Name: _____ SS# (4 digits): _____ PaperId#: 21
CIS 26 Quiz Feb 27th, 2008

. . . . . .
Tear at this line.

1. Define a one child node; data and next.

2. Define a 'push' method.

3. Define a 'pop' method.

4. Define a 'reverse' method.

5. Define a 'get' method, that given an integer i, returns the ith entry.

Name: _____ SS# (4 digits): _____ PaperId#: 11
CIS 26 Quiz Feb 27th, 2008

. . . . . .
Tear at this line.

1. Define a one child node; data and next.

2. Define a 'push' method.

3. Define a 'pop' method.

4. Define a 'reverse' method.

5. Define a 'get' method, that given an integer i, returns the ith entry.

Name: _____ SS# (4 digits): _____ PaperId#: 93
CIS 26 Quiz Feb 27th, 2008

. . . . . .
Tear at this line.

1. Define a one child node; data and next.

2. Define a 'push' method.

3. Define a 'pop' method.

4. Define a 'reverse' method.

5. Define a 'get' method, that given an integer i, returns the ith entry.

Name: _____ SS# (4 digits): _____ PaperId#: 54
CIS 26 Quiz Feb 27th, 2008

. . . . . .
Tear at this line.

1. Define a one child node; data and next.

2. Define a 'push' method.

3. Define a 'pop' method.

4. Define a 'reverse' method.

5. Define a 'get' method, that given an integer i, returns the ith entry.