

& in C++

- Bitwise and (C, C++)
- Address-of (C, C++)
- Reference (C++ only)

operates on a data type to its left
typed

giving the corresponding Reference type

A reference variable is an alias
for another variable.

Ex

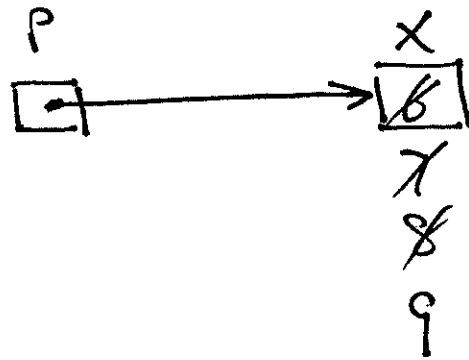
address-of

int x;

int* p = &x;

int* r = x;

↑ reference



x = 6;

x++; // x = 7

(*p)++; // x = 8

r++; // x = 9

Assignment operator

int x = 6;

int y = 7;

y = x;

↑
assignment

y
7
6

x
6

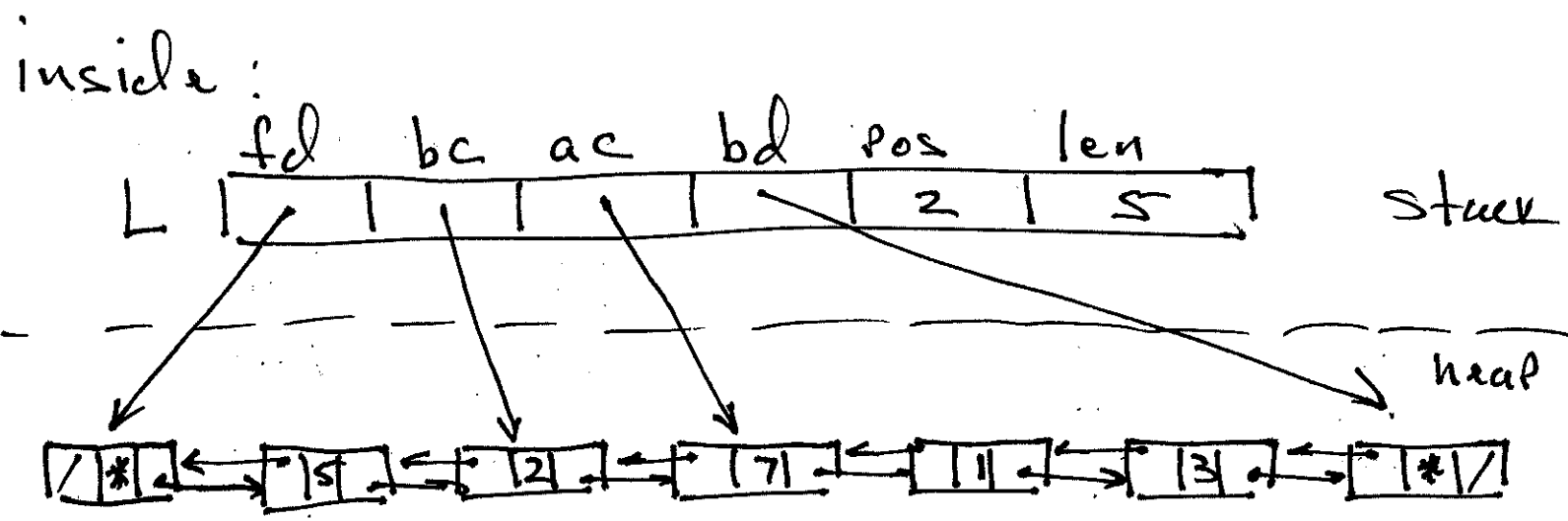
note: this should work

int z;

z = x = y;

Par: list ADT in C++

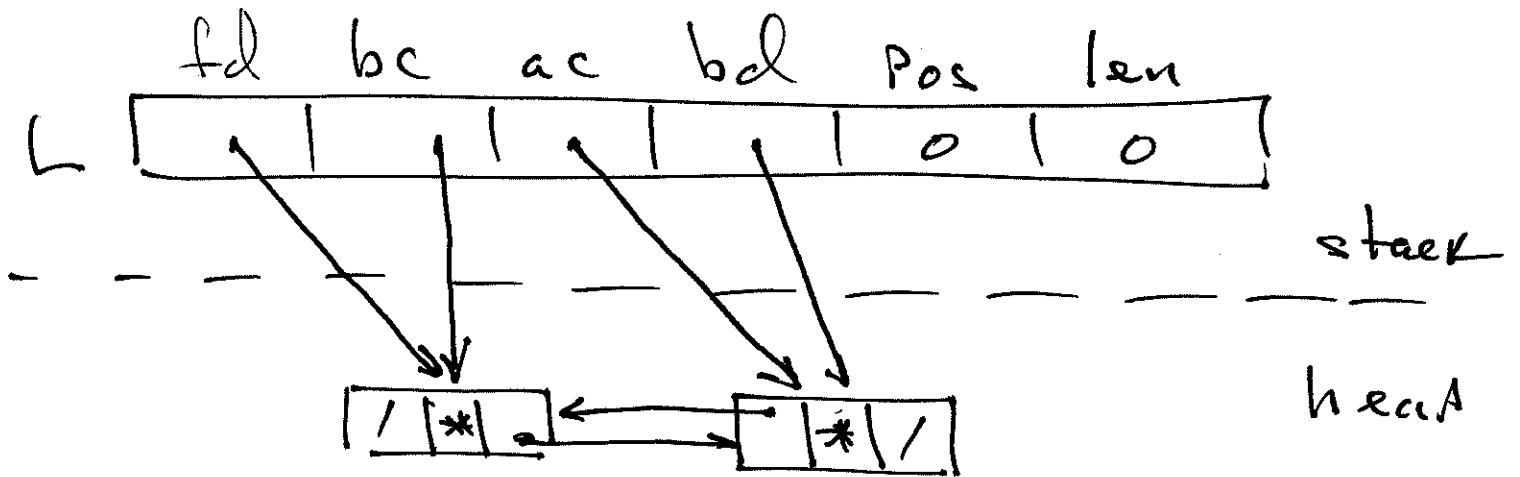
client: 0 1 2 3 4 5
L (5 2 | 7 1 3)



empty state:

client: L (|)

inside:



client view

L | 5 2 | 7 1 3)

L.insertBefore(6)

(5 2 6 | 7 1 3)

L.insertAfter(8)

(5 2 6 | 8 7 1 3)

L.eraseBefore()

(5 2 | 8 7 1 3)

L.eraseAfter()

(5 2 | 7 1 3)

