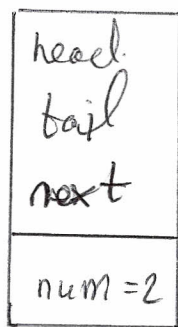
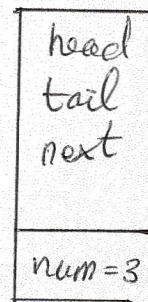


e.g. 0x8000



0x8020



0x8040 ← memory locations.

364 TEACH YOURSELF
C++

class list {
public:

list *head;

list *tail;

list *next; // pointer to next item
int num; // value to be stored

list() { head = tail = next = NULL; }
virtual void store(int i) = 0;
virtual int retrieve() = 0;
};

// Create a queue-type list.

class queue : public list {

public:

void store(int i);

int retrieve();

};

void queue::store(int i)

{

list *item;

item = new queue;

if(!item) {

cout << "Allocation error.\n";

exit(1);

}

item->num = i;

// put on end of list

if(tail) tail->next = item;

tail = item;

item->next = NULL;

if(!head) head = tail;

}

int queue::retrieve()

{

int i;

list *p;

if(!head) {

cout << "List empty.\n";

return 0;

}

// remove from start of list

i = head->num;