Format: Fifteen 10-Point Questions

1. Writing a member function for an array-based list class.
2. Writing a member function for a linked list class.
3. Writing a recursive computational function.
4. Modifying a member function for a stack class.
5. Writing a driver function that uses a queue class.
6. Defining a derived class for a specified base class.
7. Converting the definition of a class into the definition of a class template.
8. Writing an overloaded operator for a specified class template.
10. Writing a member function for a binary tree class template.
11. Writing a recursive traversal function for a binary tree class template.
12. Analyzing alternative implementations of a table class.
13. Writing pseudocode for performing a new operation on a maximum heap.
14. Defining a specific term related to graph theory.
15. Performing a specific mechanical operation on a specific graph. Possibilities:
   - Finding a minimum spanning tree via Prim’s Algorithm.
   - Finding minimum paths from a source vertex via Dijkstra’s Algorithm.
   - Determining the maximum flow of a weighted, directed graph.
   - Determining the depth-first search tree for an unweighted, undirected graph.