Subject: Node Class  
Posted by btlambda on Fri, 04 Nov 2016 19:32:03 GMT  
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Running into a "cat chasing its tail" issue.

My CDLL class consists of Nodes. Following the pseudo code, I see that the Nodes are to also have a CDLL pointer for the children. Whenever I try to cross implement these header files and classes, it throws an error.

Am I assuming the class structures incorrectly or is there a way to implement it that I am unaware of?

Thanks for the help!

Subject: Re: Node Class  
Posted by oamohamed@crimson.ua.edu on Sat, 05 Nov 2016 03:43:19 GMT  
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I was confused by this too, but from the pseudo code, I think the children are represented as a linked list as -you mentioned -and this is a part of the bin heap implementation not the Node class.

Subject: Re: Node Class  
Posted by lusth on Sat, 05 Nov 2016 19:01:06 GMT  
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You can make a forward declaration in C, if CDLL needs node and node needs CDLL:

```c
struct CDLL;
typedef struct nodeobj
{
   void *value;
   struct CDLL *children;
   ...
} node;
```

Subject: Re: Node Class  
Posted by btlambda on Sat, 05 Nov 2016 21:50:15 GMT  
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I was having issues with including the header files. Do I not need to include the header files?
With the forward, node.c can include node.h before cdll.h