

# Admin

- ◇ Graded midterms
  - Returned at end of class
- ◇ Assign 5 due, 6 goes out
  - Joy poll
- ◇ Today's topics
  - Finish Vector implementation
  - Implement Stack and Queue
- ◇ Reading
  - Ch 10 (today)
  - Ch 9 (next)

Lecture #19

# Rules for template implementers

- ◇ Template header everywhere!
  - `template <typename ElemType>` used to introduce class interface (in .h) and every member function (in .cpp)
  - Scope of class is `Class<ElemType>::`
- ◇ All code written in terms of placeholder
  - Use `ElemType` to declare private data members, local variables, parameters, return types, etc.
- ◇ Quirky C++ template compilation
  - `class.cpp` is not added to the project (not compiled normally!)
  - `class.h` has `#include "class.cpp"` at end to pull in code
  - Including a .cpp file is wacky, only used for class template situation