Data Structures Name -
Ch. 2.4 Worksheet #1

Complete the one-key table implementation of the two-key table ADT. (#1 on p. 121) Add the missing code from the following default constructor, copy constructor, remove, empty, and overloaded assignment operator function definitions below. Note that the function definitions for the retrieve and store functions are already given on p. 120.

```
// Class implementation file: twotable.cpp

#include "apstring.h"

template <class K1, class K2, class E>
                                                    // fill in default constructor header here
{
}

template <class K1, class K2, class E>
TwoKeyTable<K1, K2, E>::TwoKeyTable(const TwoKeyTable<K1, K2, E> &table)
{
                                                                    // do stuff here




}

template <class K1, class K2, class E>
bool TwoKeyTable<K1, K2, E>::remove(const K1 &key1, const K2 &key2, E &item)
{
                                                                    // do stuff here









}

template <class K1, class K2, class E>
TwoKeyTable<K1, K2, E> & TwoKeyTable<K1, K2, E>:: operator = (const TwoKeyTable<K1, K2, E> &table)
{
                                                                    // do stuff here




}

template <class K1, class K2, class E>
bool TwoKeyTable<K1, K2, E>::empty()                                // EXTRA CREDIT
{
                                                                    // do stuff here



}
```