

Arrays : pros & cons

+ access to an element is fast

- only get and set elements

[* arrays can't grow

* arrays can't shrink

* in C++, arrays don't know how big they are

List : abstract data type (ADT)

+ access to elements by index

+ size of list known

+ grow or shrink

* elements are in order

* index checking

temporary

```
class StringList {  
    public:  
        virtual int getSize() = 0;  
        virtual void insertLast(string s) = 0;  
        virtual string removeFirst() = 0;  
        virtual string get(int idx) = 0;  
        :  
};
```