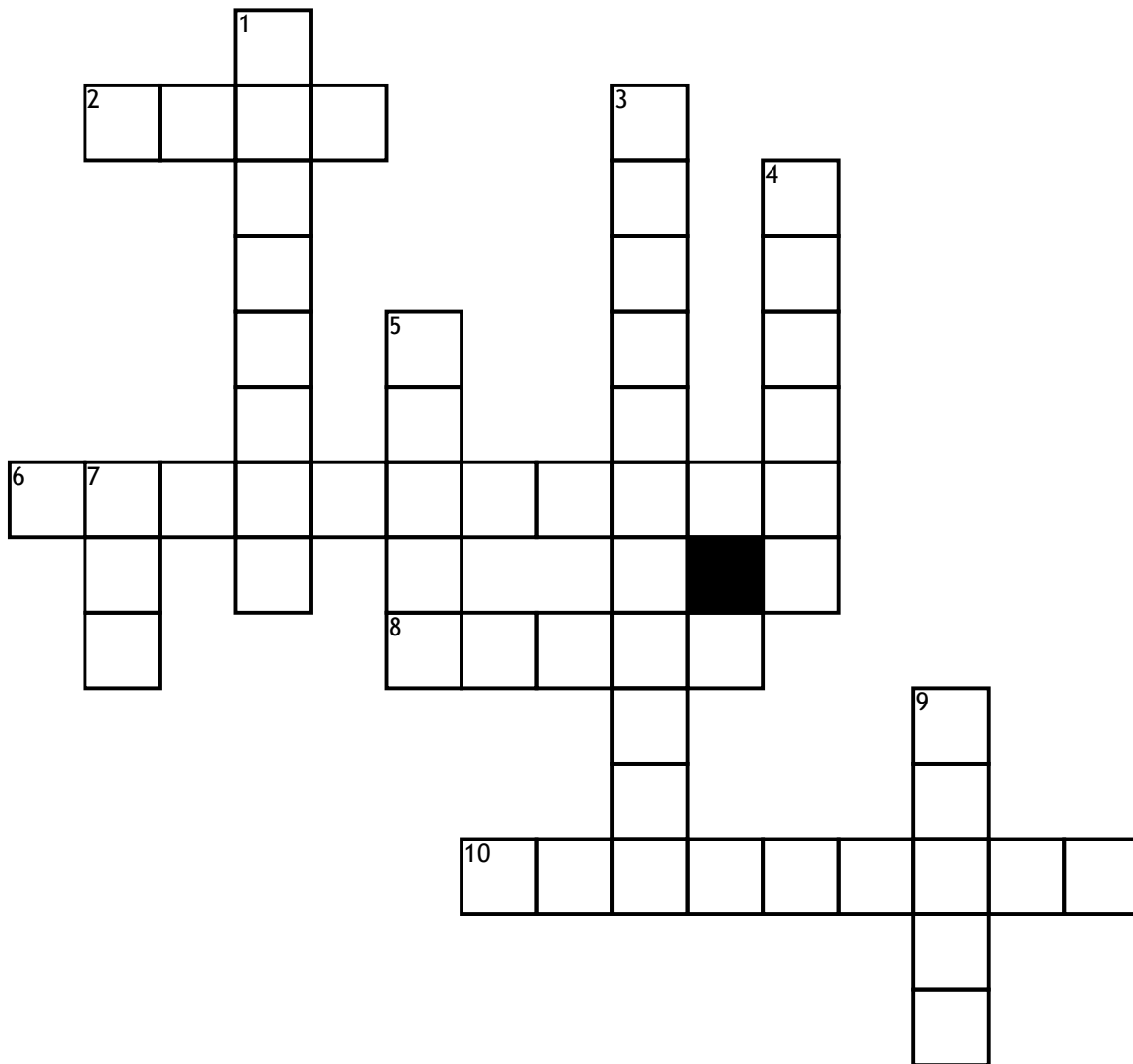Name: _____

Programming And Data StructureII

Across

2. Directed Acyclic Graph
6. Data Hidding
8. Self Adjusting Tree
10. Pointers To STL

Down

1. Generic Programming
3. Fathers to son
4. Outside Function Accessing private members
5. Collection Of Objects
7. graph traversal
9. All pairs Shortest Path Weighted Graph