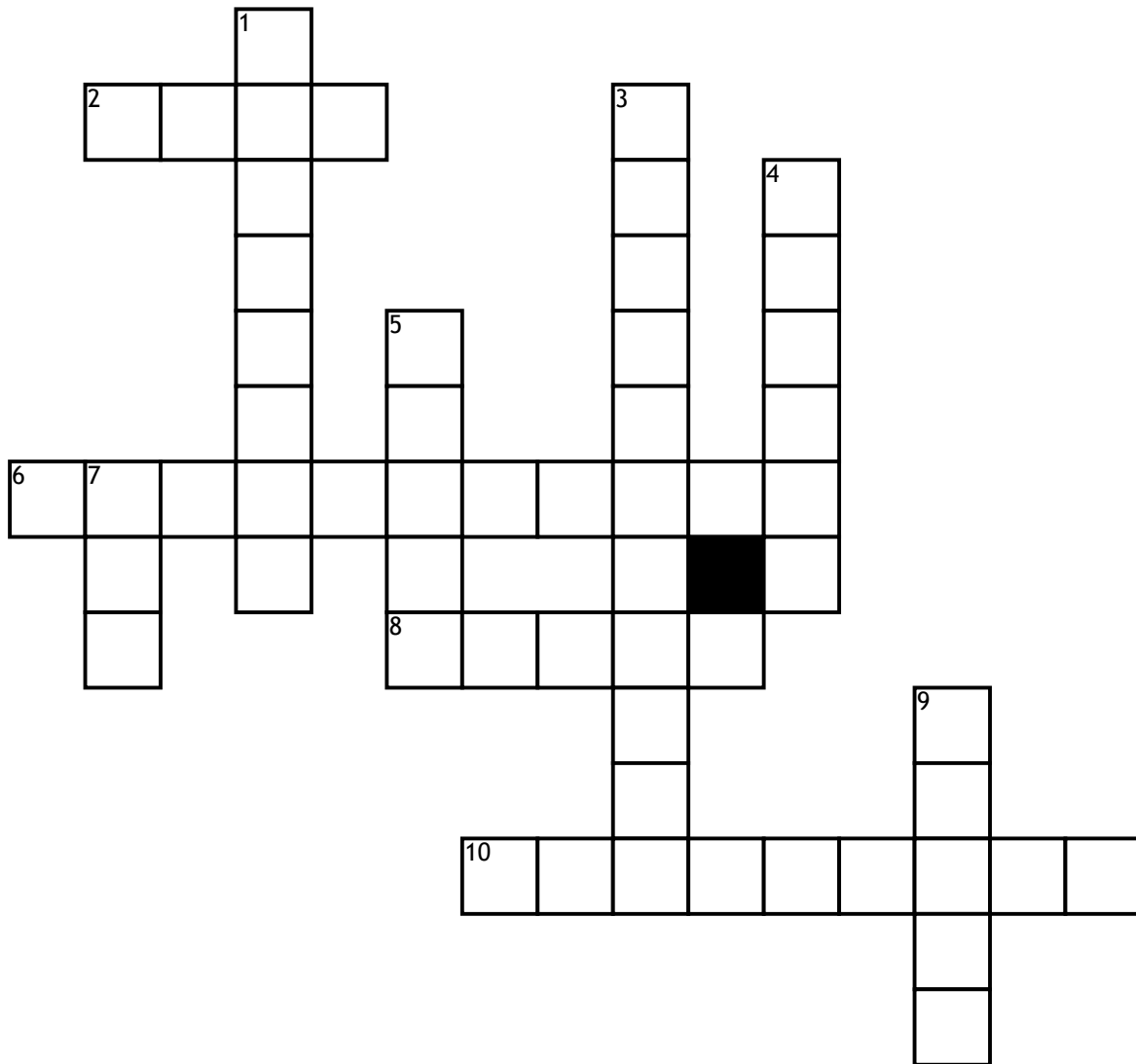


Name: _____

Programming And Data Structurell



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