**Project 1 Due Sep. 22nd for MW class and Sep. 21st for TH class.**

1. Write a class that maintains the top ten scores for a game application, implementing

the add and remove methods using a singly linked list instead of an array

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1. Perform the previous project, but use a doubly linked list. Moreover, your implementation of remove(*i*) should make the fewest number of pointer hops to get to the game entry at index *i*.

I need a hard copy (print) with input and out output