**Name:** cList ();

**Role:** It initializes count with 0. Sets data members (top=NULL)

**Precondition:** Non

**Post-Condition:** Object is Null

**Name:** cList (CNode\* &ptr);

**Role:** It initializes List object with one node in it.

**Precondition:** Node must be passed as parameter.

**Post-Condition:** Initialized List with one node.

**Name:** cNode\* insert(CNode\* &ptr)

**Role:** Create a new node to the top of List.

**Precondition:** List may be empty or not .

**Post-Condition:** Node is added in the top of List. Count is incremented by 1.

**Name:** isEmpty()

**Role:** Return true if List empty else return false.

**Precondition:** Non

**Post-Condition:** Return Boolean

**Name:** print()

**Role:** Print data of List.

**Precondition:** Non

**Post-Condition:** Prints the data of Liston screen.

**Name:** cList (const cList&src);

**Role:** Copies one object to another.

**Precondition:** Calling object must be at initializing stage.

**Post-Condition:** List is copied to another Que.

**Name:** cList &operator=(cList& src)

**Role:** Assignment operator assigns one List to another.

**Precondition:** Calling object may or may not be empty.

**Post-Condition:** All data members of one List is copied to another.

**Name:** cList (ifstream &infile)

**Role:** Create List from file

**Precondition:** Input file must be of type .txt . File must exist. File must be open.

**Post-Condition:** List is initialized from file

**Name:** void writeToFile(ofstream &ofile)

**Role:** Writes List data members to file.

**Precondition:** File must exist. File must be opened. File must be of type .txt.

**Post-Condition:** List members are written in .txt file.

**Name:** readFromFile(ifstream & infile)

**Role:** Copies List members from file to existing List object

**Precondition:** File must exist. File must be opened. File must be of type .txt.

**Post-Condition:** List is initialized from file

**Name:** ~cList ();

**Role:** Deleting all nodes of List.

**Precondition:** List may be empty or not.

**Post-condition:** All nodes are deleted.

**Name:** deletenodes(CNode\* ptr)

**Role:** Deletes all nodes in List.

**Precondition:** List may be empty or not.

**Post-condition:** All nodes are deleted.