// December 30, 2019

/\*

Design your own LL class to hold a series of integers. The class should

have member functions for appending, inserting, sorting, deleting, printing

finding the average, finding the max and min, and clearing the LL.

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#ifndef MYLL\_INTS\_H

#define MYLL\_INTS\_H

#include <iostream>

namespace MyLL\_Ints

{

class MyLL

{

public:

struct Node

{

int data;

Node\* link;

};

typedef Node type\_value;

int FindListLength(Node\* head);

bool IsSortedUp(Node\* head);

void InsertAsHead(Node\*& head, int value);

void InsertAsTail(Node\*& head, int value);

void InsertSortedUp(Node\*& head, int value);

bool DelFirstTargetNode(Node\*& head, int target);

bool DelNodeBefore1stMatch(Node\*& head, int target);

void ShowAll(std::ostream& outs, Node\* head);

void FindMinMax(Node\* head, int& minValue, int& maxValue);

double FindAverage(Node\* head);

void SortLinkedList(Node\* head);

void PromoteTarget(Node\*& head, int target);

void ListClear(Node\*& head, int noMsg = 0);

};

}

#endif