Dry part:

1) a) typename T has to have a copy C'tor in order for the sorted list to make its own copies of the elements and be independent from the user memory wise.

   b) it has to have an operator< in order to sort the list.

   c) a D'tor

2) if we do not return a const T&, the user can change the value of the element and that may cause the sorted list to be unsorted.

3) way 1) using function pointers.

   way 2) using function objects.

   the difference is that a function object is a class with an overloaded operator(), which acts like a function when called (except maybe when initializing the object).

   a function pointer is a pointer that can hold the address of a function, and dereferencing it gives the function which can be called normally by using ();

   we do not need to provide two different implementations for each case because an implementation that's based on using operator() works on both.