#ifndef LIST\_H

#define LIST\_H

typedef struct node{

void \*val;

struct node \*next;

struct node \*prev;

} node;

typedef struct list{

int size;

node \*front;

node \*back;

} list;

#ifdef \_\_cplusplus

extern "C" {

#endif

list \*make\_list();

int list\_find(list \*l, void \*val);

void list\_insert(list \*, void \*);

void \*\*list\_to\_array(list \*l);

void free\_list\_val(list \*l);

void free\_list(list \*l);

void free\_list\_contents(list \*l);

void free\_list\_contents\_kvp(list \*l);

#ifdef \_\_cplusplus

}

#endif

#endif