

```
1  #ifndef EX04_LIBRARY_H_
2  #define EX04_LIBRARY_H_
3
4
5  template <class T>
6  struct Node {
7      T content;
8      Node<T> * next;
9  };
10
11  //////////////////////////////////
12
13  template <class T>
14  class mydeque {
15
16  private:
17      Node<T> * first;
18      Node<T> * last;
19      int size;
20      void empty(Node<T> *);
21
22  public:
23      mydeque();
24      ~mydeque();
25      int getSize();
26      void push_when_empty(T);
27      void print_front();
28      void print_back();
29      void print();
30      void push_back(T);
31      void push_front(T);
32      bool pop_front();
33  };
34
35  #endif
```