

```
1  #include <iostream>
2
3  #ifndef __dll__
4  #define __dll__
5
6
7  ////////////////////////////////////////////
8  // Basic structure to store elements of a list
9  ////////////////////////////////////////////
10
11 struct Node {
12     int val;           // Contains the value
13     Node * next;       // Pointer to the next node
14     Node * prev;       // Pointer to the previous node
15 };
16
17 ////////////////////////////////////////////
18 // Class List
19 ////////////////////////////////////////////
20
21 class List {
22 public:
23     List(void);         // Constructor
24     ~List(void);        // Destructor
25     void insert(int);    // This should insert n in the list
26     void reverse(void);  // This should reverse the list
27     void print(void);    // This should print the list
28
29 private:
30     Node * first;       // Pointer to the first (if any) node
31 };
32
33 #endif
```