```cpp
template <class ItemType>
void Sorted<ItemType> :: RetrieveItem(ItemType& item,bool& found)
{
    if(head==NULL)
      {
        found=false;

      }
    else
      {
        NodeType* ptr = new NodeType;
        ptr=head;
        while(ptr!=NULL)
          {
            if(item==ptr->info)
              {
                found =true;
                return;
              }
            ptr=ptr->next;
            found=false;
          }
      }

}
t
```


O(n)