

```

void Sorted<ItemType> :: GetNextItem(ItemType& item)
{
    if(head==NULL)
    {
        cout << "The List has nothing." <<endl;
        throw EmptyList();
    }
    else if(nextItem==NULL)
    {
        nextItem= new NodeType;
        nextItem=head;
        item=nextItem->info;
        nextItem=nextItem->next;

    }
    else if(nextItem->next==NULL)
    {
        item=nextItem->info;
    }
    else
    {
        item =nextItem->info;
        nextItem=nextItem->next;
    }
}

```



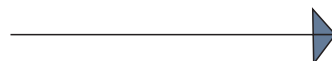
$O(n)$

```

template <class ItemType>
void Sorted<ItemType> :: MakeEmpty()
{
    NodeType* locate = new NodeType;

    while(head!=NULL)
    {
        locate=head;
        head=head->next;
        delete locate;
    }
    foot =NULL;
    nextItem=NULL;
    length=0;
}

```



$O(n)$