SortedList.cpp

```cpp
#include "SortedList.h"
#include <iostream>
#include<cstddef>
using namespace std;

template <class ItemType>
Sorted<ItemType> :: Sorted()
{
    foot=NULL;                              ───────►  O(1)
    head=NULL;
    nextItem=NULL;
    length=0;
}
template <class ItemType>
Sorted<ItemType> :: ~Sorted()
{
    MakeEmpty();                            ───────►  O(1)
    delete head;
    delete foot;
}

template <class ItemType>
bool Sorted<ItemType> :: IsFull()
{
    NodeType* location;                     ───────►  O(1)
    try
      {
          location = new  NodeType;
          delete location;
          return false;
      }
    catch(std ::bad_alloc& exception)
      {
          return true;
      }
}

template <class ItemType>
int Sorted<ItemType> :: LengthIs()
{
    return length;                          ───────►  O(1)
}
```