```
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;
      }
}

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;
}
```