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/* listT.cpp
 Implementation file for a class of a linked list of strings
*/

#include "listT.h"

using namespace std;

bool LinkedList::SearchList( string keyActorName )
{
  NodePtr curr = start; // a node pointer to the beginning of the list
  while( curr != NULL )
    {
      // check if actor is in this show
      if( curr -> actorName == keyActorName )
      return true;

      curr = curr -> next;
    }
  //check:  cout << "This should return a false" << endl;
  return false;
}

void LinkedList::AddNodeToEnd( string name )
{
  NodePtr n = new node; // initialize and allocate memory

  n -> actorName = name;

  n -> next = NULL;

  if( start == NULL ) {
    start = n;
    end = start;
  } else {
    end -> next = n;
    end = end -> next;
  }
}

void LinkedList::PrintNodes()
  {
    NodePtr p = start; // pointer to the starting node
    while( p != NULL )
      {
      cout << p -> actorName << " ";
      p = p -> next;
      }
    cout << "\n" << endl;
  }
```