Node Class
-next: Node* -description: string -unitType: string -totalUnits: int
+Node() +Node(Node*, string, string, int) +getNext() :Node* +getDescription() :string +getUnitType() :string +getTotalUnits() :int +setNext(Node*) +setDescription(string) +setUnitType(string) +setTotalUnits(int)

List Class
first: Node* last: Node* totalNodes :int
+List() +List(Node*,Node*, int) +push_back(Node*) +push_front(Node*) +pop_back() :Node* +pop_front() :Node* +getFirst() : Node* +getLast() :Node*