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// Stefan Retief
// CS211 DLL, HW7
// DLL Class – Header File
// =====

#ifndef DLL_hpp
#define DLL_hpp
#include <string>
using namespace std;

typedef int el_t;

struct node {                // stuct that holds the element and a pointer to
    the next element
    el_t elem;
    node* next;
    node* prev;
};

class DLL {
private:
    node* front;              // address to the front element
    node* rear;               // address to the last element
    //int count;              // how many elements do we have right now?
    void queueError(string);  // This displays an error messages passed to it
                                and does exit(1);
public:
    int count;
    DLL();                    // constructor DLL();
    ~DLL();                   // deconstructor DLL();

    //HOW TO CALL: CALL onto an existing DLL ([DLL].addRear(elem))
    //              with the element you want to add to the DLL
    //PURPOSE:      to add a pointer with an element to te list
    void addRear(el_t elem);

    //HOW TO CALL: CALL onto an existing DLL ([DLL.deleteFront())
    //PURPOSE:      Deletes the rear pointer and returns the element
    el_t deleteFront();

    //HOW TO CALL: CALL onto an existing DLL ([DLL.deleteRear())
    //PURPOSE:      Deletes the front pointer and returns the element
    el_t deleteRear();

    //HOW TO CALL: CALL onto an existing queue ([DLLName].isEmpty())
    //PURPOSE:      Checks if the queue has no (0) elements and returns
    //              true or false accordingly
    bool isEmpty();

    //HOW TO CALL: CALL onto an existing queue ([DLLName].displayADLL())
    //PURPOSE:      Displays aDLL elements in the DLL
    void displayAll();

    void printAllReverseDLL();

    //HOW TO CALL: CALL onto an existing queue with the element you want

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//          to add as a parameter ([DLLName].addFront(elem))
//PURPOSE:   To add an element to the front of the DLL
void addFront(el_t);

//HOW TO CALL: CALL onto an existing queue with the element you want
//          to delete as a parameter ([DLLName].deleteNode(elem))
//PURPOSE:   To delete the first node containing the element
void deleteNode(el_t);

//HOW TO CALL: CALL onto an existing queue with the element you want
//          to delete as a parameter ([DLLName].deleteNodes(elem))
//PURPOSE:   To delete the aDLL the nodes containing the element
void deleteNodes(el_t);

//HOW TO CALL: CALL onto an existing DLL to add en element in Ascending
//          order (DLLNAME].addInOrderAscend(elem))
//PURPOSE:   To add element from lowest to greatest
void addInOrderAscend(el_t e);

//HOW TO CALL: CALL onto an existing DLL to add en element in descending
//          order (DLLNAME].addInOrderAscend(elem))
//PURPOSE:   To add element from greatest to lowest
void addInOrderDescend(el_t e);

//HOW TO CALL: CALL onto an existing DLL to add an element to see if the
//          element exists in the list
//PURPOSE:   To find the element in the list
bool search(el_t e);

};

#endif /* DLL_hpp */

```