```
2 Filename: p1.h
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5
    Description: The header file for p1
6
    * /
7
   #ifndef __P1_H
8
   #define ___P1_H
9
10 //********************
11 class intList {
12 private:
13
       int *a;
       int listCapacity;
14
15
       int listSize;
16 public:
17
       //Constructors and Destructors
18
       intList (int listCapacity = 100);//Zach
19
       ~intList ();//Zach
20
       //Public Functions
21
       bool insert (int key); //parker
22
       bool add (int key); //parker
23
       bool insertAt (int index,int key); //parker
24
       bool deleteAt (int index,int &key); //Zach
25
       void clear();//Zach
26
       void printIt(int n) const;//Zach
27
       int getIndex(int key) const; //zach
28
       int readAt(int index, int &key) const; //parker
29
       int count(); //zach
30 };
31 #endif
```