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template (typename T)

List

+ data  
+ node  
+ next  
+ value  
+ head  
+ tail  
+ listsize

iterator

+ current

+ iterator() bool operator==(L)  
+ T& operator\*(L) bool operator!=(L)  
+ iterator & operator++(L)  
+ iterator operator++(int ignored)

+ List()

+ push\_front(const T& value)

+ push\_front(T&& value)

+ List(const List& other)

+ push\_back(const T& value)

+ List(List&& other)

+ push\_back(T&& value)

+ ~List()

+ erase(iterator pos)

+ List& operator=(const List& other)

+ copyfrom(const List& other)

+ List& operator=(List&& other)

+ merge(List&& other)

+ size\_t size()

+ iterator begin()

+ void clear()

+ bool empty()

+ iterator end()

+ iterator insert()