```c
/* $Id: List.h,v 1.4 2011-10-08 19:09:41-07 - - $ */

/*
 * List.h
 * Header file for List.c
 * PA2
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*/

#ifndef __LISTC_H__
#define __LISTC_H__

/* Useful typedefs */
typedef struct List* ListRef;
typedef enum {FALSE = 0, TRUE = 1} bool;


/* Constructor-Destructor for a List */
ListRef newList(void);
void freeList(ListRef* pL);

/* Access functions */
int getFront(ListRef L);
int getLength(ListRef L);
int isEmpty(ListRef L);
int getIndex(ListRef L);
int offEnd(ListRef L);
int getBack(ListRef L);
int getCurrent(ListRef L);
int equals(ListRef L, ListRef P);

/* Manipulation procedures */
void makeEmpty(ListRef L);
void moveTo(ListRef L, int i);
void movePrev(ListRef L);
void moveNext(ListRef L);
void insertFront(ListRef L, int data);
void insertBack(ListRef L, int data);
void insertBeforeCurrent(ListRef L, int data);
void insertAfterCurrent(ListRef L, int data);
void deleteFront(ListRef L);
void deleteBack(ListRef L);
void deleteCurrent(ListRef L);
```

```c
    void EnList(ListRef L, int data);
    void DeList(ListRef L);

    /* Other functions */
    ListRef copyList(ListRef L);
    void printList(FILE* out, ListRef L);
    void killProgram(char* error);


    #endif
```