- 1. I created setvector and insertafter functions and I passed to it vector by reference.
- 2. I created a function called display that can display items in the vector.
- 3. I created function creatlist of type list, and in this function it checks if i added before the same number or not, if yes so it won't add this number if it returns false so it add it to list by the help of function increaseocc in the class list and this function will return true or false depending on it this number will be added or not to the list.
- 4. I created a function sum of type void that will traverse all over the list to sum all the numbers in the list.
- 5. In list class, I have three functions that insert elements in a list depending on the place I want. For example, if i want to insert in the beginning i will use insert first, if i want to insert in middle i will use insertmiddle, at the end i will use insertend.
- 6. In list class,I have three functions to delete depending on the place I want (deletefirst, deleteitem, deleteend).
- 7. In list class, I have a function called isempty to check if a list is empty or not, and function called isfound to check if a specific number is in the list or not.
- 8. In list class, I have a function called displaylist that will display the elements in the list.