```
 1 class IntList {
 2 public:
 3     IntList();
 4
 5     IntList(const IntList &other);
 6
 7     IntList &operator=(const IntList &other);
 8
 9     ~IntList();
10
11     int getCount();
12
13     bool isEmpty();
14
15     void print();
16
17     void insert(int element, int position);
18
19     void remove(int position);
20
21     int getElement(int position);
22
23 private:
24     struct IntListElem {
25         IntListElem *next;
26         int value;
27     };
28     int count;
29     IntListElem *first;
30
31     IntListElem *findElement(int position);
32 };
```