```cpp
1: #ifndef LIST_H
2: #define LIST_H
3:
4: #include <utility>
5: #include "ListNode.h"
6: /*************************************************************************/
7: /*                                                                     */
8: /*              Tipo de dados lista genérica                   */
9: /*                                                                     */
10: /*************************************************************************/
11:
12: class List
13: {
14: public:
15:     List();
16:     ~List();
17:
18:     ListNode* insertAtEnd(int content);
19:
20:     int insertAtFront(int content);
21:
22:     int removeFirst();
23:
24:     int size();
25:
26:     ListNode * getFirst() { return m_first; }
27:
28:     ListNode * getLast() { return m_last; }
29:
30:     void erase(int content);
31:
32:     void remove( ListNode* node );
33:
34: private:
35:     int m_numElems;
36:     ListNode * m_first;
37:     ListNode * m_last;
38: };
39:
40: #endif
41:
42:
```