//----- LinkedList.h -----

#ifndef LINKEDLIST

#define LINKEDLIST

#include <iostream>

using namespace std;

typedef int ElementType;

class LinkedList

{

public:

LinkedList(); // constructor

~LinkedList(); // destructor

LinkedList(const LinkedList & original); //copy constructor

void insert(ElementType item, int pos);

void erase(ElementType item);

void display(ostream & out) const;

/\*--------------------------------------------------------------------

Display the contensts of this LinkedList.

Precondition: ostream out is open

Postcondition: Elements of this LinkedList have been output to out.

--------------------------------------------------------------------\*/

private:

class Node

{

public:

ElementType data;

Node \* next;

//------ Node OPERATIONS

//-- Default constrctor: initializes next member to

Node()

: next(NULL)

{ }

//-- Explicit-value constructor: initializes data member to dataValue

//-- and next member to 0

Node(ElementType dataValue)

: data(dataValue), next(NULL)

{ }

};

Node \* first;

int mySize;

};

#endif