1. Constructor (‘LinkedList::LinkedList’). Defines ‘head’ and ‘tail’ to ‘nullptr’ and ‘size’ to 0.
2. Append (‘LinkedList::Append’). This added a new node at the end of the list.
   1. If the ‘nullptr’ is the head it defines it as the head and tail.
   2. If it is not it goes to the end of the list to get the definition for tail.
   3. The size will increase the count at the end.
3. Prepend (‘LinkedList::Prepend’). This added a new node at the start of the list.
   1. If the head is not the ‘nullptr’ it pushes the list back and places the head at the start of the list.
   2. If the list is empty the tail will point to the new node at the start of the list.
   3. The size will increase the count at the end.
4. PrintList (‘LinkedList::PrintList’). Prints all the bids in the list.
   1. Calls to print the list information. ‘bidId’, ‘bid.title’, ‘bid.amount’, and ‘bid.fund’.
   2. Then it goes to the next set of information to print the next bid in the list.
5. Remove (‘LinkedList::Remove’). Removed a bid by its ‘bidId’.
   1. A temporary value is used.
   2. If the bid is at the head, it removes the temporary value and reduces the list by one.
   3. If the bid is not at the head it goes through the list until the bid is found. The temp id is replaced and deleted.
6. Search (‘LinkedList::Search’). Search for a bid by its ‘bidId’. It returns the bid if found. If the search fails it returns an empty bid.
   1. Searches through the list for the bidId.
   2. If not found it returns an empty bid.