EADS LAB TASK 2

class Ring

Public methods:

Ring()	Constructor: Creates an empty ring
~Ring()	Destructor: Deletes whole ring
const Ring<Key>& operator= (const Ring<Key>&i)	Assignment operator: Copies one Ring to predefined one.
Ring(const Ring<Key>&i)	Copy constructor: Copies the ring to the new defined done.
bool operator== (const Ring<Key>&i)	Comparison operator:Returns true if both rings are equal,false if not
bool operator!= (const Ring<Key>&i)	Returns false if both rings are equal , true if not.
bool insert (const Key &data,Iterator &it)	Inserts new element in the position pointed by iterator.Returns false if iterator is NULL, true if insertion is successful.
bool remove(Iterator&it)	Removes element pointed by iterator. Returns false if iterator is NULL, true if element is removed successfuly.
void clear()	Removes all elements
bool is_empty() const	Returns true if first element is NULL, false if not
void push(Key data)	Inserts new element after last (before the first)
void push_reverse (Key data)	Inserts new elemet after first.
void display()	Prints all the elements in ring.
int size()	Returns number of elements in ring.
Iterator begin()	Returns the iterator of the first element.
Iterator end()	Returns the iterator of the last element (before first).
Iterator find(const Key data)	Returns the iterator of the element with given Key.

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