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//
// CPTN278_A6_List_Bettle1.h
//
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//
// List Class Header File.
//
// List implementation is dynamically linked list based.
// List uses an External Node.
// List has Error checking.
// List remains sorted.
// No duplicate entries allowed.

//
#ifndef LIST_H
#define LIST_H

#include <iostream>
#include <iomanip>
#include <string>
using namespace std;

#include "CPTN278_A6_Node_Bettle1.h"

class List
{
private:
    Node *begin;
    Node *end;
    Node *walking;
    int count;

public:
    List();
    bool Is_Empty(void);
    bool Is_Full(void);
    bool Insert(Node *);
    bool Remove(Node *);
    void Display(void);
    Node *Search(Node *);
    ~List();
};
#endif
```