```cpp
#include "Sequence.h"

Sequence::Sequence(size_type sz)
{
}

Sequence::Sequence(const Sequence& s)
{
}

Sequence::~Sequence()
{
}

Sequence& Sequence::operator=(const Sequence& s)
{
    return *this;
}

Sequence::value_type& Sequence::operator[](size_type position)
{
    throw exception();
}

void Sequence::push_back(const value_type& value)
{
}

void Sequence::pop_back()
{
    throw exception();
}

void Sequence::insert(size_type position, value_type value)
{
    throw exception();
}

const Sequence::value_type& Sequence::front() const
{
    throw exception();
}

const Sequence::value_type& Sequence::back() const
{
    throw exception();
}

bool Sequence::empty() const
{
    return false;
}

Sequence::size_type Sequence::size() const
{
    return -1;
}

void Sequence::clear()
{
    throw exception();
}

void Sequence::erase(size_type position, size_type count)
```

```
{
    throw exception();
}


ostream& operator<<(ostream& os, const Sequence& s)
{
    return os;
}
```