

Example

The first function you should write is the constructor `unsortedDouble()`

In the header file, delete `UNSORTEDDOUBLE_API` from the constructor prototype.

Should look like the following

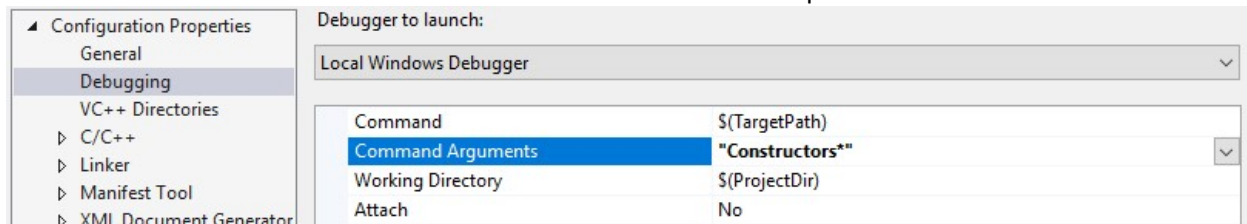
Before:

```
class unsortedDouble
{
public:
    UNSORTEDDOUBLE_API unsortedDouble ();
    UNSORTEDDOUBLE_API ~unsortedDouble ();
    UNSORTEDDOUBLE_API void clear ();
    UNSORTEDDOUBLE_API void print ( ostream &out, bool forward = true,
                                   string seperator = ", ");
    UNSORTEDDOUBLE_API bool insert ( string val, int pos=1);
```

After:

```
class unsortedDouble
{
public:
    unsortedDouble ();
    UNSORTEDDOUBLE_API ~unsortedDouble ();
    UNSORTEDDOUBLE_API void clear ();
    UNSORTEDDOUBLE_API void print ( ostream &out, bool forward = true,
                                   string seperator = ", ");
    UNSORTEDDOUBLE_API bool insert ( string val, int pos=1);
```

Place the correct filter for which tests to run in the command line options within visual studio.



Now write your code in the file hw10Double.cpp

```
#include "unsortedDouble.h"
#include <iostream>
#include <string>
#include <functional>

using namespace std;

// write your functions here.
```

You can download the documentation for each of the function from d2l.

Do not place it in the repository.

Unzip the file "Double.zip" that was downloaded.

Copy the directory to you desktop (Not the repository)

Open this directory and double click the index.html file.