```h
#pragma once

#include <string>
using namespace std;

struct Employee
{
	friend class EmployeeListNode;
public:
	Employee();

private:
	string name;
	double salary;
};
```

```h
#pragma once
#include "Employee.h"
//#include "ListOfEmployee.h" ==> NO NO

class EmployeeListNode
{
	friend class ListOfEmployee;
public:
	EmployeeListNode(string nameIn, double salaryIn);

private:
	Employee emp;
	EmployeeListNode *next;
};
typedef EmployeeListNode *NodePtr;


EmployeeListNode::EmployeeListNode(string nameIn, double salaryIn)
{
	emp.name = nameIn;
	emp.salary = salaryIn;
	next = NULL;
}
```

```h
#pragma once
#include "EmployeeListNode.h"

#include <string>
using namespace std;

class ListOfEmployee
{
	friend class EmployeeListNode;
public:
	ListOfEmployee();
	~ListOfEmployee();
	void display();

private:
	EmployeeListNode *head;
};
typedef ListOfEmployee *List;

ListOfEmployee::ListOfEmployee()
	:head(NULL)
{}

ListOfEmployee::~ListOfEmployee()
{
	NodePtr tempPtr;
	while (head)
	{
		tempPtr = head;
		head = head->next;
		delete tempPtr;
	}
}
```