**Section A:**

1. Implement a class called **ListOfDoubles**.

The class should use a linked list to maintain a list of double values. It will have methods:

a. **insert(double)** which will be passed a double value to insert on the list

b. **displayList()** which will print out all doubles on the list

c. **deleteMostRecent()** which will return the value of the most recently added double, and delete it.

Note: you will need to implement the **DoubleListNode** which is needed to implement the list class

2. Implement a **main** function to test your class functionality.

3. Once you have 1 and 2 completed implement a method **deleteDouble(int pos)** which deletes the double found in the **pos** position on the list (provided the list has that many entries, otherwise return 0). This method should traverse the list to reach the position, return the value it finds and delete it. You will need to draw some diagrams first to decide how to manipulate the pointers and you will need to maintain pointers to more than one **DoubleListNode**

**Section B**

1. Implement a similar class called ListOfEmployee which uses an EmployeeListNode. This class maintains a list of Employee structures

struct Employee

{

string name;

double salary;

};

The methods of the ListOfEmployee class are:

a. insert(string, double) which will be passed the name and salary of the Employee to insert on the list

b. display() which will print out details of all Employee on the list

c. deleteMostRecent() which will delete the most recently added Employee.

d. getSalary(string name) which will return the salary of the employee with a given name.

2. Implement a main function to test your class functionality.