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| #pragma once  #include <string>  using namespace std;  struct Employee  {  friend class EmployeeListNode;  public:  Employee();  private:  string name;  double salary;  }; | #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;  } | #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;  }  } |