**Singly Linked List – In-Class Practice**

1. Create a class named LinkedList in a file named LinkedList.h
2. Create a ListNode structure as a private member of the class. The node should be able to hold a string called value.
3. Create a head & tail pointer as private attributes of the class.
4. Create the following public member functions:
   1. A constructor, which will set both head & tail to NULL
   2. ~~A destructor, which will traverse the linked list and delete each node~~
   3. ~~A function called appendNode, which will accept a string as a parameter, create a new node with this string as its value, and append the node to the end of the list~~
   4. ~~A function called displayList, which will traverse the linked list and print out the value in each node.~~
5. ~~Create a source file named Driver.cpp~~
   1. ~~Create a main function that will create an instance of LinkedList called dogBreeds.~~
   2. ~~Call the appendNode function 5 times sending the following dog breeds to the function:~~
      1. ~~Corgi~~
      2. ~~English Bulldog~~
      3. ~~Dalmatian~~
      4. ~~German Shepard~~
      5. ~~Poodle~~
   3. ~~Call the displayList function.~~
   4. ~~Print out “Goodbye!”~~