

You can use the Node class provided below:

```
class Node {  
    int data;  
    Node* next;  
public:  
    Node(int val = 0);  
    void setNext(Node* val);  
    Node* getNext();  
    int getData();  
};
```

**Q1:** Implement a "**LinkedList**" class in C++ and write a function named **insertAtEnd(int data)** to insert at end of list and **deleteFromEnd()** to remove from end in your class. Assume the list may contain any number of elements, and consider edge cases like inserting into an empty list and removing from an empty list or a list with one element.