

```
1  #include "SLNode.h"
2
3  #include <cstdlib>
4  #include <string>
5  #include <sstream>
6
7  using namespace std;
8
9  #ifndef SLIST_H
10 #define SLIST_H
11
12 class SList
13 {
14     public:
15
16     /**** constructor/destructor declarations *****/
17
18     SList();
19     ~SList();
20
21     /**** public function declarations *****/
22
23     void insertHead( int headValue );
24     void insertTail( int tailValue);
25
26     void removeHead();
27     void removeTail();
28
29     void clear();
30
31     string toString() const;
32
33     /**** accessor/mutator function declarations *****/
34     unsigned int getSize() const;
35
36     private:
37
38     /**** private variable declarations *****/
39
40     SLNode *head;
41     unsigned int size;
42
43 };
44
45 #endif
```