

```
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 insert( int insertValue );
30     bool removeFirst( int removeValue );
31
32     void clear();
33
34     string toString() const;
35
36     /***** accessor/mutator function declarations *****/
37     unsigned int getSize() const;
38
39     private:
40
41     /***** private variable declarations *****/
42
43     SLNode *head;
44     unsigned int size;
45
46 };
47
48 #endif
```