

Name:	ItemList
Base class(es)	None
Purpose:	Stores a list of Item objects. Objects may be stored in any order. Each list maintains a “current pointer” that allows list to be traversed.
States:	Empty, not empty
Constructors:	ItemList(); // create empty list ItemList(const ItemList&); //copy existing list, must be “deep”
Operations:	void setHead(); //set current to first in list
<i>Mutators:</i>	void next(); //move current to next Item in list void prev(); //move current to previous Item in list void insert(const Item&); //insert new Item after current in list void remove(); //remove current Item in list
<i>Accessors:</i>	bool isEmpty() const; bool inList() const; Item getCurrent() const;
Fields:	ItemNode* head, tail, curr;