

| | |
|-----------------------|--|
| Name: | SortedItemList |
| Base class(es) | None |
| Purpose: | Holds a list of Item objects in sorted order. (How objects are sorted is determined by what Item objects are, and what data they hold. For your project, sorting is only done on MatchPair objects.) |
| States: | Empty, not empty |
| Constructors: | SortedItemList(); //create empty list SortedItemList(const SortedItemList&); //create copy of list |
| Operations: | void insert(const Item&); //insert in sorted position |
| <i>Mutators:</i> | void setHead(); //set current to head of list void next(); //set current to next node void prev(); //set current to previous void remove(); //remove current |
| <i>Accessors:</i> | bool inList() const; // check if current pointer still points into list bool isEmpty() const; //check if list is empty Item getCurrent() const; //get current item |
| Fields: | ItemList l; |