

List.h

```
1 #pragma once
2
3 template <typename T>
4 class List {
5     public:
6         /* ... */
7
8
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10
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12
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15
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17
18
19
20     private:
21         class ListNode {
22             public:
23                 T data;
24                 ListNode * next;
25                 ListNode(const T & data) :
26                     data(data), next(NULL) { }
27
28             };
29
30         ListNode *head_;
31
32     ...
33
34 };
```

List.hpp

```
9 #include "List.h"
10 ...
11
12
13
14 template <typename T>
15 void List::insertAtFront(const T& d) {
16
17
18
19
20
21
22 }
```