

```

#include <iostream>

using namespace std;

template <class T>
class List;

template <class T>
class Node{
public:
    T data;
    Node(T new_data){ //ctor - initialize data members
        data = new_data;
        next = NULL;
    }
private:
    Node<T> *next;
    friend class List<T>;
};

template <class T>
class List{
public:
    List(){ //ctor - initialize head to NULL

    }
    ~List(){ //dtor - delete list

    }

    void add(T data){ //member function to add new node at head

    }

    void print(){ //member function to print list

    }

private:
    Node<T> *head;
};

int main(){
    List<int> list1;

    list1.add(5);
    list1.add(2);
    list1.add(4);

    list1.print();

    return 0;
}

```