```
1  /****
2   *
3   * Implementation of card-list.h.
4   *
5   */
6
7  #include "card-list.h"
8  #include <stdio.h>
9
10 Card* CardList::Find(Id id) {
11     CardListElem* cle;
12
13     if (cle = (CardListElem*) List::Find((ListElemKey*) id))
14         return cle->GetData();
15     else
16         return NULL;
17 }
18
19 Card* CardList::Enum() {
20     return ((CardListElem*) List::Enum())->GetData();
21 }
22
23 CardListElem::CardListElem(Card* c) {
24     this->c = c;
25 }
26
27 int CardListElem::Compare(ListElem* le) {
28     CardListElem* cle = (CardListElem*) le;
29     return not (c->GetId() == cle->c->GetId());
30 }
31
32 int CardListElem::Compare(ListElemKey* k) {
33     return not (c->GetId() == (Id) k);
34 }
35
36 ListElemKey* CardListElem::GetKey() {
37     return (ListElemKey*) c->GetId();
38 }
39
40 Card* CardListElem::GetData() {
41     return (Card*) c;
42 }
43
44 void CardListElem::Print() {
45     printf("%s\n", c->GetName()->ConstConvert());
46 }
```