```
/****
 *
 * Class CardList is a standard specialization of List to hold Cards.  Class
 * CardListElem is a standard specialization of ListElem to hold one card.
 *
 */

#ifndef cardlistIncluded
#define cardlistIncluded

#include "card.h"
#include "list.h"


class CardList : public List {
  public:
    Card* Find(Id id);
    /*
     * Return List::Find up cast to a card.
     */

    Card* Enum();
    /*
     * Return List::Enum up cast to a card.
     */
};


class CardListElem : public ListElem {
  public:
    CardListElem(Card* c);
    /*
     * Construct a new card list element containing the given card.
     */

    int Compare(ListElem* le);
    /*
     * Compare this to the given CardList element by comparing the id fields.
     */

    int Compare(ListElemKey* lek);
    /*
     * Compare the id field of this given key downcast to an id.
     */

    Card* GetData();
    /*
     * Return the card datum contained in this.
     */

    ListElemKey* GetKey();
    /*
     * Return the id field of this, upcast to a ListElemKey*.
     */

    void Print();
    /*
     * Print the name of this followed by a newline to stdout.
     */

  protected:
    Card* c;
};

#endif
```