

```
#ifndef DATA_T_H
#define DATA_T_H

// a meaningless structure to put on the list
class data_t
{
public:
    // constructors (overloaded)
    data_t(std::string iname="",int iid=-1)
        { id = iid; name = iname; }

    // copy constructor
    data_t(const data_t& rhs) : \
        name(rhs.name), \
        id(rhs.id) \
        { };

    // destructors (default ok, no 'new' in constructor)
    ~data_t();

    // operators (incl. assignment operator)
    const data_t& operator=(const data_t& rhs);

    friend std::ostream& operator<<(std::ostream& s, const data_t& rhs);
    friend std::ostream& operator<<(std::ostream& s, data_t *rhs)
        { return(s << (*rhs)); }

private:
    std::string name; // data name
    int id; // data id code
};

#endif
```