\[
\frac{\text{if } (\text{insert} (x))}{\text{or}}
\]
\[
\text{e.g. the } \text{if } \text{then} \text{end if}
\]
\[
\text{if } (\text{insert} (x))
\]

Comment:

\[
\begin{cases}
\text{if } \text{insert} (x)
\end{cases}
\]
if (flag)
  fail = (flag)
  pool += fail;

void indent (bool &success)
  {  }
Close... but why reallocate the memory for temp each time through the loop. Therefore, remove the "underlined"

Destructors

while (head) {
    delete temp;
    temp = head->next;
}
int insert(const node x);

void insert(data x, bool);

void insert(const data x);

int insert(const data x);

Let's examine some various prototypes of each:

Other Member Functions
Other Member Functions

Which prototype is best?

* return it to the client program?

* Should it display the matching item or

* What about retrieve?