

Given the following classes:

```
class LL {  
    private:  
        LLN *head;  
};
```

```
class LLN {  
    private:  
        string data;  
        LLN *next;  
};
```

write the method

```
string LL::LastEven ();
```

This method returns the string in the linked list *closest to the tail* with an even length. If there are no strings of even length, the method should return "ERROR". For example, if the list were I-->ATE-->FOUR-->HOT-->DOGS-->TODAY, the method should return DOGS. FOUR and DOGS both have an even number of letters, but DOGS is closer to the tail of the list.

Do not use loops; use recursion only. You may write additional methods in LL and LLN if you wish. You may assume that standard constructors, destructors, accessors, and mutators have already been written.

```
string LL::LastEven () {  
  
    if (!head) return "ERROR";  
    return head->LastEven();  
}  
  
string LLN::LastEven () {  
  
    string s = "ERROR";  
    if (next) s = next->LastEven ();  
    if (data.length()%2 > 0) return s;  
    if (s=="ERROR") return data;  
    return s;  
}
```