

// Get

T LinkedList<T>::get (int Position) {

Node<T> *curr = head;

if (isEmpty() || Position <= size) {

For (int i = 0; i < Position; i++)

curr = curr -> getNext();

}

return curr->data();

} else

return NULL;

}

}

// Set

void LinkedList<T>::set (T newData, int position) {

Node<T> *curr = head;

if (isEmpty() || Position <= size) {

For (int i = 0; i < Position; i++) {

curr = curr -> getNext();

}

curr = new Node<T>(newData, curr -> getNext());

}

}

// Change

```
void LinkedList<T>::change(int primero, int segundo) {  
    Node<T> * curr = head;
```

```
    if (isEmpty() || primero <= size-1 || segundo <= size) {  
        for (int i=0; i<primero; i++) {
```

```
            curr = curr->getNext();  
        }
```

```
        T data1 = curr->data();
```

```
        Node<T> * Next = curr;
```

```
        Next->getNext();
```

```
        T data2 = Next->data();
```

```
        curr = new Node<T>(segundo, Next);
```

```
        Next = new Node<T>(primero, Next->getNext());  
    }
```

```
}
```