|  |
| --- |
| TAD Node<T> |
| Node<T>: genericObject.Content = T, Node<T>.next = Node<T>. |
| {Inv.: Content ≠ Null,  If Node<T>.Content = Node<T>n.Content,  then Node<T>.next = Node<T>n  }. |
| Primitive Operations:   * GetData: Node<T> → Content. * SetData: Node<T> x Content → Node<T> * getNext: Node<T> → Node<T>. * setNext: Node<T> x Node<T> → Node<T> |

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| --- |
| GetData()  “This method returns the content associated to the node.”  {pre: Node<T> ≠ Null,  Node<T>.Content ≠ Null  }  {post: Returns Node<T>.Content} |

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| --- |
| SetData(newContent)  “Modifies or associates a content of a Node.”  {pre: Node<T> ≠ Null,  Node<T>.Content ≠ Null  }  {post: Node<T>.content = newContent} |

|  |
| --- |
| getNext()  “Returns the node associated to a pointer from a previous node.”  {pre: Node<T> ≠ Null,  Node<T>.Next ≠ Null  }  {post: Returns Node<T>.Next } |

|  |
| --- |
| SetNext(nextNode<T>)  “Gives a node the direction to an external node through a pointer.”  {pre: Node<T> ≠ Null,  nextNode<T>t ≠ Null  }  {post: Returns Node<T>.next = nextNode<T>} |