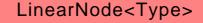
Node<Type> - data: Type - next: Node<Type> +Node(): constructor +Node<Type>(Type): constructor +getData(): Type +setData(Type): void +setNext(): Node<Type> * +setNext(Node<Type>*): void



- Next : Node<Type>

LinearNode<Type>(Type): constructor LinearNode<Type>(Type, LinearNode<Type>): constructor

+getNext() : Node<Type> *
+setNext(Node<Type> *) : void