```cpp
template <class T>
class node
{
    public:
        node(T data);
        node(T data, node<T>* next);
        T getData();
        node<T>* getNext();
        void setData(T data);
        void setNext(node<T> *next);
    private:
        T data;
        node<T> *next;
};

template <class T>
node<T>::node(T data){
    this->data = data;
    this->next = nullptr;
}

template <class T>
node<T>::node(T data, node<T>* next){
    this->data = data;
    this->next = next;
}

template <class T>
T node<T>::getData(){
    return data;
}

template <class T>
node<T>* node<T>::getNext(){
    return next;
}

template <class T>
void node<T>::setData(T data){
    this->data = data;
}

template <class T>
void node<T>::setNext(node<T> *next){
    this->next = next;
}
```