

```

1  template <class T>
2  class node
3  {
4      public:
5          node(T data);
6          node(T data, node<T>* next);
7          T getData();
8          node<T>* getNext();
9          void setData(T data);
10         void setNext(node<T> *next);
11     private:
12         T data;
13         node<T> *next;
14 };
15
16 template <class T>
17 node<T>::node(T data){
18     this->data = data;
19     this->next = nullptr;
20 }
21
22 template <class T>
23 node<T>::node(T data, node<T>* next){
24     this->data = data;
25     this->next = next;
26 }
27
28 template <class T>
29 T node<T>::getData(){
30     return data;
31 }
32
33 template <class T>
34 node<T>* node<T>::getNext(){
35     return next;
36 }
37
38 template <class T>
39 void node<T>::setData(T data){
40     this->data = data;
41 }
42
43 template <class T>
44 void node<T>::setNext(node<T> *next){
45     this->next = next;
46 }

```