#include <iostream>

template <typename T>

class MyListItem {

public:

    T value;

    MyListItem\* next;

    MyListItem(const T& val){

        value = val;

        next=nullptr;

    }

};

int main() {

    MyListItem<int>\* item1 = new MyListItem<int>(10);

    MyListItem<int>\* item2 = new MyListItem<int>(20);

    MyListItem<int>\* item3 = new MyListItem<int>(30);

    item1->next = item2;

    item2->next = item3;

    MyListItem<int>\* current = item1;

    while (current != nullptr) {

        std::cout << "Value: " << current->value << std::endl;

        current = current->next;

    }

    delete item1;

    delete item2;

    delete item3;

    return 0;

}