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/*
File Node.cpp

Class Node

Class Node stores integer values for a linked list.

This file has the implementation for the Node's interface.

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*/

#include "Node.h"

// Constructor - initializes the node
//
Node::Node(int dat, Node* nxt){
    val = dat;
    next = nxt;
}

// getVal returns the integer value stored in the node
//
int Node::getVal(){
    return val;
}

// getNext returns a pointer for the next node in the linked list
//
Node* Node::getNext(){
    return next;
}

// setVal stores the integer value in the node
//
void Node::setVal(int dat){
    val = dat;
}

// setNext stores the pointer to the next node in the list in the "next" field
//
void Node::setNext(Node* nxt){
    next = nxt;
}
```