

```
1  #ifndef NODE_H_INCLUDED
2  #define NODE_H_INCLUDED
3
4  template<class T>
5  class Node
6  {
7      private:
8          T data;
9          Node* next;
10
11      public:
12          Node();
13          Node(const T&);
14
15          T& getData();
16
17          void setData(const T&);
18      };
19
20 #endif // NODE_H_INCLUDED
```