```
// owner[0] == old owner, owner[2] == new owner
                                                                                                                                                                                                                                                // Partition-wide node number.
                                                         // "No argument" constructor
                                                                                                                                                                                                                   // Universal Node Number.
                                                                                                                                                     const node_t &operator=(const node_t &n); // Copy assignment operator
                                                                                                                                                                                                                                                                                                                                           // Connected elements
                                                                                           // Copy constructor
                                                                                                                         // destructer
                                                                                                                                                                                                                                                                                // flags!
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              // Nodewise metric used for adaptivity
                                                                                                                                                                                                                                                                                                                                           std::vector<unsigned int> CE;
                                                                                           node t(const node t& node);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            #ifdef USING ADAPTIVITY
                                                                                                                                                                                                                                                                                                                                                                                                                                       std::vector<field_t> fields;
                                                                                                                                                                                                                                                                                                             unsigned short owner[2];
                                                                                                                                                                                                                                                                                                                                                                                                       // Nodewise field values.
                                                                                                                                                                                                                                                                               unsigned char flags;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            metric_t metric[9];
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 coord_t x[3];
                                                                                                                                                                                                                     unn_t unn;
                                                                                                                                                                                                                                              gnn_t vid;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  // Position.
class node_t{
                                                                                                                         ~node_t();
                                                            node_t();
                           public:
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           #endif
```