# **Never forget the “;” after Declaring any “class” & “Node”**

#include<stdio.h>

#include<bits/stdc++.h>

class ListNode{

public:

int val;

ListNode\* next;

ListNode(){};

ListNode(int x){

val = x;

};

}**;**

struct Node{

int val;

Node\* next;

}**;**

int main(){

ListNode\* node = new ListNode(2);

return 0;

}