```cpp
#include<iostream>
//Creating a basic Node i.e. a blueprint for ex-BluePrint of Train's Boggie
template<class T>
class Node
{
        private:
                T data;
                Node* next;

        public:
                T getData()
                {
                        return data;
                }
                T setData(T ele)
                {
                        data=ele;

                }
                Node* getNext()
                {
                        return next;
                }
                Node* setNext(Node* temp)
                {
                        next=temp;
                }
        };
```