

```
1:
2: #ifndef LIST_NODE_H
3: #define LIST_NODE_H
4:
5: #include <stdio.h>
6:
7: class ListNode
8: {
9: public:
10:     ListNode(int content);
11:     ~ListNode();
12:
13:     int getVertex() { return m_vertex; }
14:     int getDegree() { return m_degree; }
15:     void setDegree(int degree) { m_degree = degree; }
16:     ListNode * next() { return m_next; }
17:     void setNext(ListNode * node) { m_next = node; }
18:     ListNode * previous() { return m_previous; }
19:     void setPrevious(ListNode * node) { m_previous = node; }
20:
21: private:
22:     int m_vertex;
23:     int m_degree;
24:     ListNode * m_next;
25:     ListNode* m_previous;
26: };
27:
28: #endif
29:
30:
```