

```
1:
2: #include "ListNode.h"
3:
4:
5: ListNode::ListNode(int content)
6: :
7:     m_vertex(content),
8:     m_degree(-1),
9:     m_next(NULL),
10:    m_previous(NULL)
11: {
12:
13: }
14:
15: ListNode::~ListNode()
16: {
17:
18: }
19:
20:
```