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// Implementation for Library

#include "book.h"

Book::Book(int s)
{
    //Book::Book(s);
    isbn = s;
    next = NULL;
}

void Book::print(ostream & out) const
{
    out << isbn;
}

int Book::getISBN()
{
    return isbn;
}

Book * Book::getNext()
{
    //Book * next = next;
    return next;
}

void Book::setISBN(int s)
{
    isbn = s;
}

void Book::setNext(Book * b)
{
    //    Book * isbn;
    if (next == NULL)
        next = b;
    else
        next = b->next;
    //    isbn = b;
}
```