



```
class IntNode {
public:
IntNode() { }
IntNode( int theData, IntNode* theLink )
    : data(theData), link(theLink) { }
IntNode* getLink() const { return link; }
int getData() const { return data; }
void setData(int theData) { data = theData; }
void setLink(IntNode* pointer) { link=pointer; }
private:
int data;
IntNode *link;
};
```

```
typedef IntNode* IntNodePtr; //optional
```

1. Use the class definition above in your **main.cpp** (no need to create a .h file for the time being, but normally this should be in a .h file) to create a IntNode pointer called **start**.
2. Define a function **void insertEnd(IntNode * &ptr, int theData)** which creates a node, puts the data inside, and makes it the last node in your linked list.
3. Define a function called **void displayList(IntNode *ptr)** to display your linked list.